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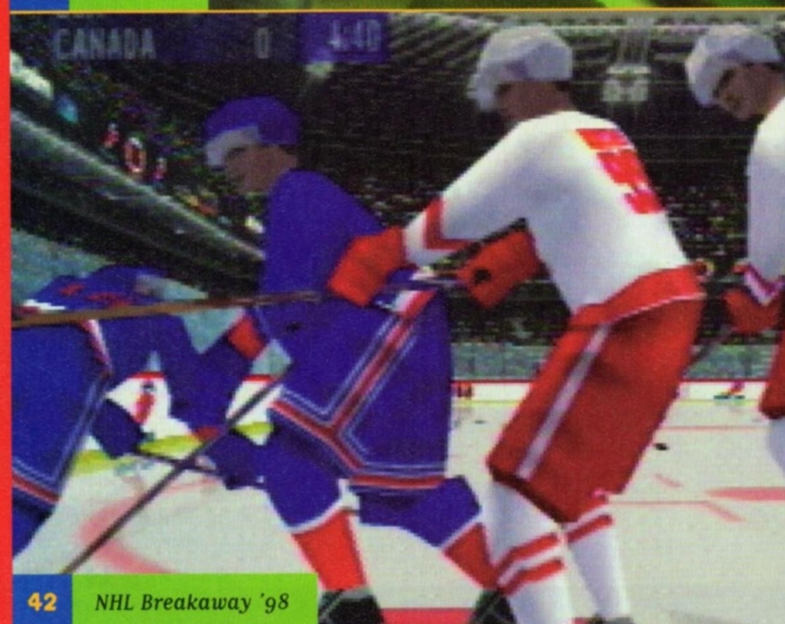
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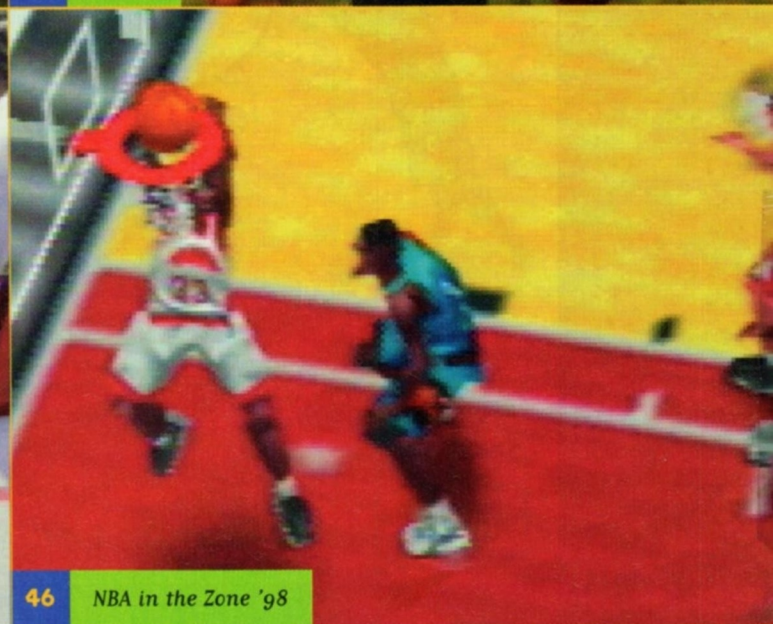
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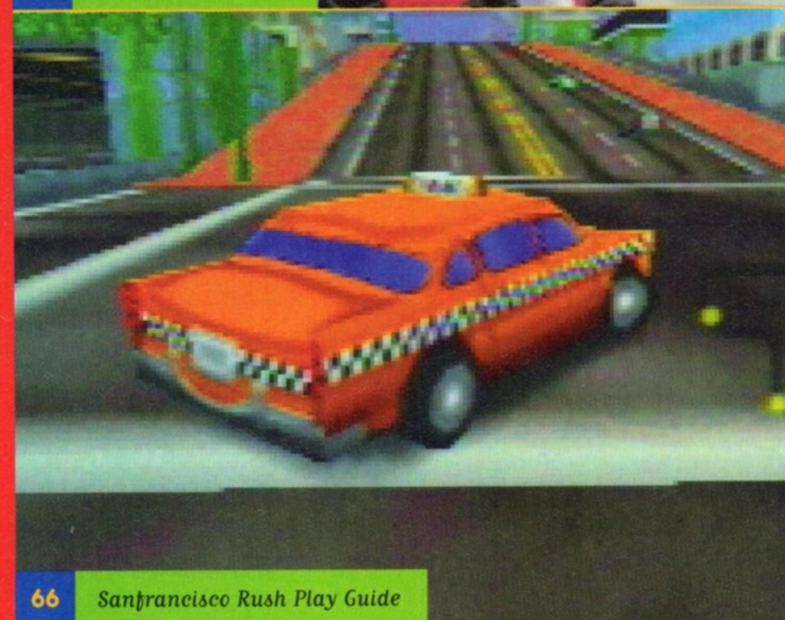
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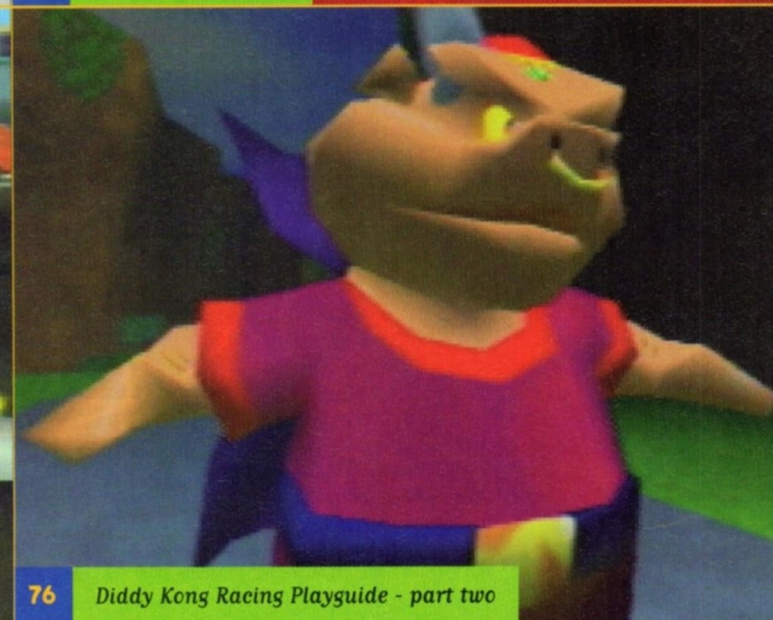
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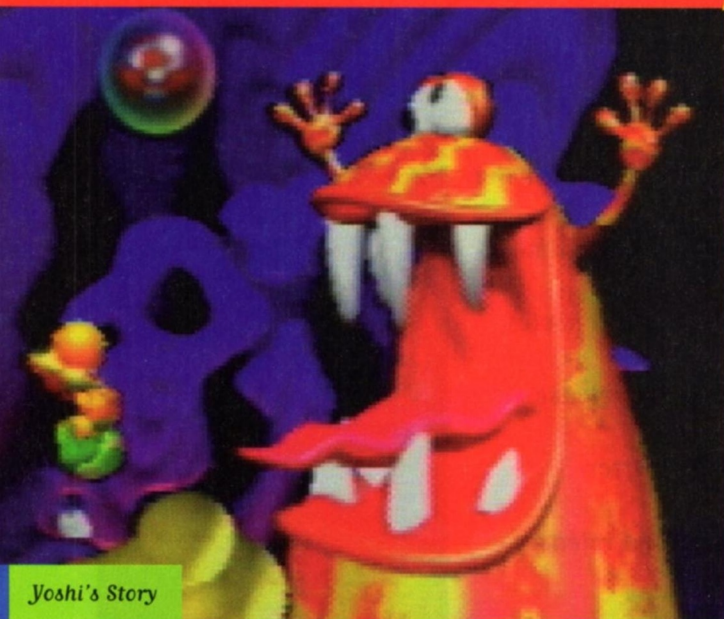
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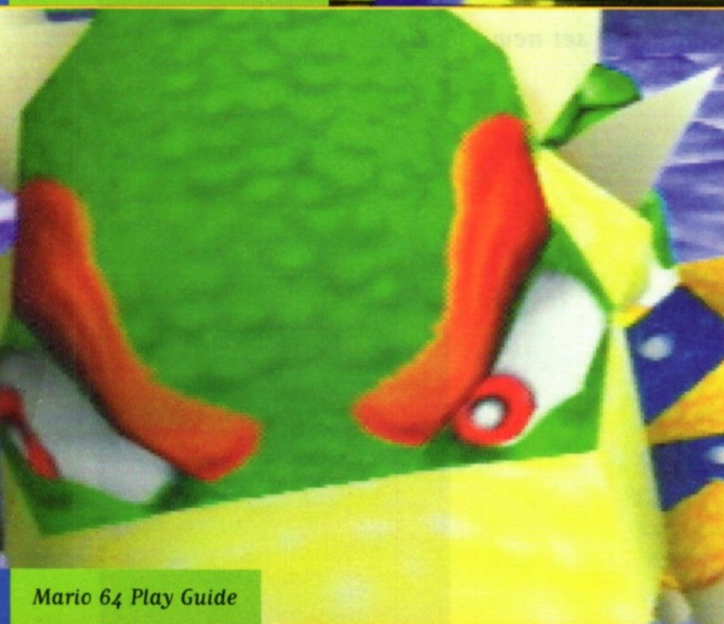
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Welcome...

Well, after two issues full to the brim with game reviews it has unfortunately come to a stage when there has only been a small trickle of N64 software released over the last two months. This, unfortunately, is the state of the games market at this time of the year, and it's not a games drought that is only felt by N64 owners. All consoles are affected. Game companies target the Christmas period as the time to release



most of their top quality games, and the period after Christmas until mid year is often one of staggered releases and constant software delays.

Nevertheless, N64 Gamer is striving to bring it's readers the latest in information and up to date reviews of what soft-

ware is available, and you can be sure that the line up that the N64 has coming this Christmas will leave the other console companies shaking in their boots. The N64 has been out in Australia for a little over a year and its user base is already over two hundred thousand units... and that's impressive stuff. It's also sales figures that software companies are responding to by announcing a huge number of titles for the N64. So, sit back and read up about all the great games that are coming our way, and be rest assured that the coming months will show us software that will set new standards in graphics and gameplay as well...

Steve

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PSYGNOSIS CONSIDERS N64



One of the main reasons for the success of the Playstation, Psygnosis, is rumoured to be entering into development of future N64 games. Responsible for such games as Wipeout 2097, Destruction Derby 2, G-Police, Lemmings, Colony Wars and Formula 1'97, Psygnosis are rumoured to be announcing their intentions for N64 games at this years Electronic Entertainment Expo in May. The intended production of N64 games from Psygnosis doesn't come as a major surprise, as the company

has already broken ranks with Sony in the past and allowed games like Wipeout and Destruction Derby to cross shores and be programmed on the Sega Saturn. Psygnosis are currently the largest software company in Europe and have been a very strong asset for the Playstation, delivering quality games over the past 3 years. If the Psygnosis games do go ahead then it will be a major boost for the Nintendo 64 and could pave the way for other console-specific companies to make games for the N64.

MORE G-BOY THINGS...

As mentioned in last issue, Gameboy adaptors have finally been invented for the N64. Now, probably the most famous accessory company, Datel, who are responsible for the many 'Action Replay' code devices available on most consoles, have been one of the first companies to produce a Gameboy adaptor for the N64. Unlike the other Gameboy adaptor mentioned last month, Datel's adaptor will use the N64's cartridge slot to allow the Gameboy carts to plug into the N64. The Datel Gameboy adaptor will offer full colour palette support, allowing its users to tweak colour of the Gameboy games when shown

on a T.V through your N64. It also offers full stereo sound support, so you can now listen to your favourite Gameboy games in full, magical stereo. The possible bad news though, is that the adaptor will cost around 40 pounds in Europe (about 70-80 dollars Australian). For this price it may be better for those of you without a Gameboy to actually go out and purchase one instead of the adaptor. Datel, at this stage, have no plans to market the adaptor in Australia, but this could change if a local distributor agrees to bring them into the country. Either way, N64 Gamer will keep you up to date on the issue in the future.

NINTENDO RULES TOP 10

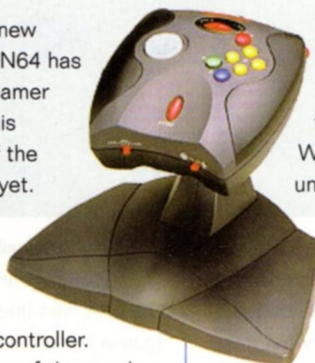
According to polls recently conducted in the U.S, Nintendo is currently leading software sales in the next generation console battle for market leadership. Six out of the top ten best selling games are for the N64, with the legendary Mario Kart 64 leading the way. Those of you expecting Goldeneye 007 to rate a little higher on this list should remember that the game was only released in the latter half on 1997, and as such has performed remarkably well to nab the number 5 position. The full list of games is as follows:

3. Super Mario 64 (N64)
4. Diddy Kong Racing (N64)
5. GoldenEye 007 (N64)
6. Final Fantasy VII (PSX)
7. NFL GameDay'98 (PSX)
8. Star Wars: Shadows of the Empire (N64)
9. Madden NFL (PSX)
10. Crash Bandicoot (PSX)

Well, it seems quite clear who is winning in the sales of software. With this year's mega hits including games like Turok 2, Zelda 64, Shadowman, Forsaken, Top Gear Rally 2, WWF Warzone, Yoshi's Story and possibly Super Mario 64 2, we can only expect this trend to continue...

VORTEX PROMISES MORE

News on another new accessory for the N64 has just hit the N64 Gamer office, although this looks to be one of the weirdest add-ons yet. The Vortex looks like a cross between a steering wheel and an decapitated N64 controller. Unusual is only one of the words that come into mind when looking at the Vortex controller, but its makers promise that Vortex will offer full analogue steering, ana-



logue movement and analogue acceleration, especially suited for games like Lylat Wars and Pilotwings. The unit also has Rumble Pak compatibility built-in to its design, and as such is the perfect all-in-one control device for N64 flying and racing games. How it handles is another story, so expect a more in-depth review and information on this accessory when it finally becomes available.

THROW IT DOWN!

Those of you with a bit of arcade experience would remember on of the best multiplayer games ever to be released-Gauntlet. Well Atari games are hard at work on a special N64 version of the game that will take full advantage of the N64's graphic and multiplay abilities. Choosing from the four characters: Elf, Valkyrie, Wizard and Warrior, each with their own unique set of spells and attacks, your task is to make your way through a dungeon filled with all manner of enemies from goblins, to fire breathing dragons. The action is seen from a 'top



looking down' viewpoint and one of the best things about Gauntlet was it's insane amount of action on screen. At any one time there were over 50 enemies flocking in at your heroes with games often resembling some huge legendary war.

64DD RELEASE??

Recent reports from the US suggest that the 64DD may not make an appearance in the U.S in 1998. Nintendo's Vice President of sales in America, George Harrison, said that the 64DD is not a certainty for America this year. He continued saying that the 64DD will be launched in Japan very soon and that Nintendo America would wait to see how it performed over there. Previously, Nintendo of America had said that the 64DD would make an appearance at the Electronic Entertainment Expo (E3) in May and would ship some time late in '98, but now these plans have not been mentioned or clarified since.

A possible major blow to the launch of the 64DD, is its lack of 'Killer' launch software. Zelda 64 is now confirmed to be a cartridge release for the N64, and this game was previously thought to be the major launch title for the 64DD

that would see it become a necessary accessory for the N64. Reportedly, there are still major software titles in development for the 64DD, like Donkey Kong Country 64 and the Mario Paint series, but news on these titles seems to be very thin at the moment. Still, it's believed that Lucas Arts, Rare, Acclaim, Culture Brain and other programming companies are working on 64DD software, but the 64DD's launch date seems to be the source of much speculation and confusion in the U.S at the moment.

So what does this mean to Australian gamers? Well, this could see the launch of the Australian 64DD possibly slip back into 1999, especially if major launch software details don't appear in the near future. Expect a full review of the 64DD unit in N64 Gamer in the next issue or so, when the it becomes available in Japan.

RUMBLE BACK

The king of accessories and cheat devices, Datel, has put their heads down yet again and have come up with another brilliant idea for the N64. The InterActor is a strap on device that essentially acts like a normal Rumble Pak that you would use with your N64. The InterActor has an interface that allows it to plug into your N64 and here it takes over the role of the standard Rumble Pak. Normally, you can also use the device without the interface, and then it would respond to any loud audio sound that your console generates, namely being loud bangs and any gun blast noises. This means that it could be used with consoles other than the N64.

Of course, because the InterActor is a much larger device than the Rumble Pak, you could expect the rumbling action to be



much more realistic and effective for games. Bullets and explosions that you see on-screen in games like Goldeneye would be felt much more, and seem more realistic...Slamming

into other cars in San Francisco Rush would really shake you about-just like in real life. As you can imagine, the InterActor could be an essential addition fro your N64, all that is needed now is for some company to import the device into Australia, as there are no plans to release it here yet. Currently it's only scheduled for release in Europe at about 25 pounds (about 50 dollars Australian), so we can only hope that someone does bring it in!

SHADOWMAN... LARA CROFT KILLER?

N64 owners have been waiting a long time for a 'Tomb Raider' style game to hit their favouirte console, and now thanks to that brilliant programming company, Iguana, they will have their fully 3D action platformer in the form of Shadowman. From initial suggestions, Shadowman looks a lot like a mix between Resident Evil and Tomb Raider and it's promising to



be every bit as violent and even more action packed than Capcom's zombie ridden action game.

Like Turok, Shadowman is a comic book character that has made his journey to the N64, and Iguana are planning Shadowman's debut on the N64 to be even larger and better than Turoks.

All of the action in Shadowman is seen from the 3rd person, over the shoulder view, like Tomb Raider's, but the surrounding 3D environment is promised to be far more detailed than what was seen in Tomb Raider. Shadowman's 3D world is dark, and has a thoroughly evil atmosphere about it, which will be a per-



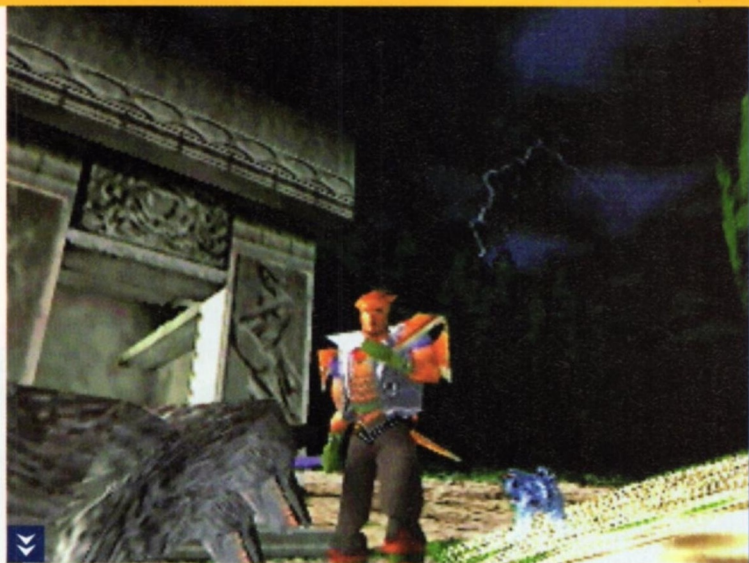
fect setting for the game's often violent action. Also, Iguana promises an all new control method that allows the player to carry out more than one action at any one time. It will be possible to dive forwards, roll across the ground, pick up a set of keys or other objects while quickly drawing your gun and

shooting any visible enemies.

Shadowman looks to be one of the best N64 titles this year, and if Iguana live up to their current standards then we can expect a game that sets new levels in graphics and gameplay, giving N64 owners another game that other consoles owners can only be envious of.

SHORT 'N' SWEET

LAST MINUTE NEWS THAT MADE IT INTO THE N64 GAMER OFFICE



The first good screenshots of Castlevania for the N64 have arrived in the N64 Gamer office, and from initial looks it seems that Castlevania could be a mega-hit when released this year. The game allows you to choose between four different characters, each with their own story and different ending. These characters are:

- Schneider Belmont - A balanced character from the vampire hunting Belmont Clan.
- Cornell Reinhart - A warrior who can turn into a wolf and prefers hand-to-hand combat over armed combat.
- Carrie Eastfield - A 12 year old girl with special powers
- Kola - A big burly fighter who carries a chainsaw.

Konami promises the game will have a time scale that will see play go through night and day. This means that in the daytime sections it will be easier for your hero to travel around through the castle and grounds, but at night it will be much more difficult, with blood sucking freaks, zombies and vampires blocking your way at every corner. Lighting effects will be used to make the night and day transitions look incredibly realistic and these effects, and the games already great looking 3D visuals, are sure to push the N64 to new levels of graphic brilliance.

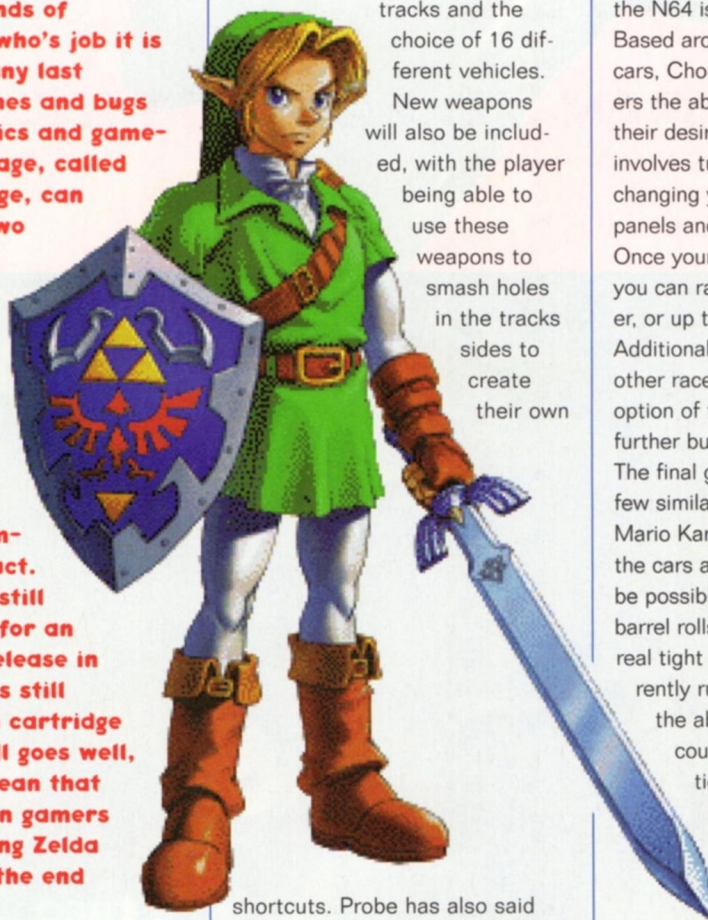
News just in from Japan confirms that Zelda 64 is nearing completion. The game is now rumoured to be in the hands of playtesters who's job it is to iron out any last minute glitches and bugs in the graphics and game-play. This stage, called the Beta stage, can take up to two to three months depending on how much the testers and programmers are happy with the near completed product. The game is still on schedule for an April-May release in Japan, and is still remaining in cartridge format. If all goes well, this could mean that us Australian gamers will be playing Zelda well before the end of 1998.

Arguably one of the best puzzle games ever is on its way to the N64. Bust-A-

move is currently in production and will tackle some of the other puzzle games just announced for the N64, like Wetrix and Bio Tetris. Although the game is quite simple in its game-play, it's still one of the biggest selling puzzle games ever made and will no doubt find an audience of fans when its released at the end of this year.

News just in confirms that Probe are hard at work on the sequel to Extreme G for the N64. Programmed by the same team who made the original, Extreme G2 will be on a 16 megabyte cartridge (twice the size of the original) and will include 32

tracks and the choice of 16 different vehicles. New weapons will also be included, with the player being able to use these weapons to smash holes in the tracks sides to create their own



shortcuts. Probe has also said that the game will use advanced lighting effects and that the fog seen in the original game will be pushed way back making the

horizon stretch much further into the distance.

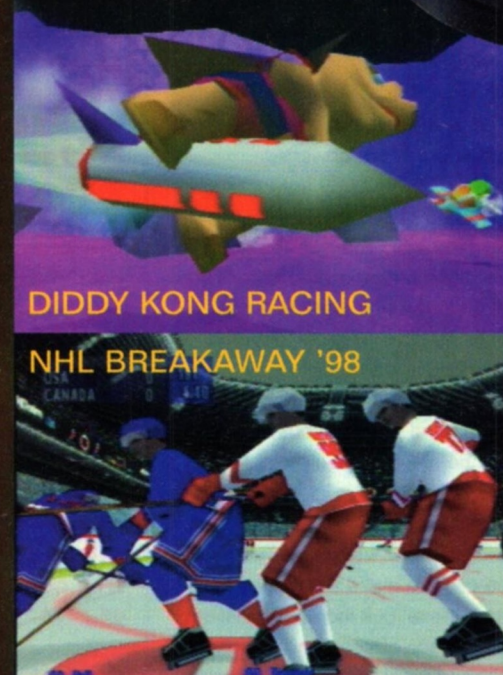
A totally new version of Duke Nukem is in the works for the N64, and this game will include a new third person view much like the one seen in Tomb Raider. Duke Nukem: Time to Kill, is the name for Duke's new adventure and will involve our hero travelling through time to kick all manner of alien butt. The game is being programmed by the same team who made the original Duke and should be available in Australia around September this year.

Another racer just announced for the N64 is Takara's Choro Q. Based around Takara's line of slot cars, Choro Q will offer N64 owners the ability to build cars up to their desired specifications. This involves tuning your car, and changing your tyres, engine, body panels and its steering abilities. Once your car is completely built you can race against the computer, or up to 3 other human players. Additionally, whenever you beat other racers you will have the option of taking their car parts to further build your super machine. The final game will have quite a few similarities with Nintendo's Mario Kart, but considering that the cars are based on toys, it will be possible to perform tricks like barrel rolls when you go around real tight corners. Also, its currently rumoured that you'll have the ability to change the courses by adding new sections of tracks and other features. All of these changes will be able to be saved to the N64 Mem Pak for later use. Choro Q is due out in Japan in June, so hopefully we'll see it here before the end of the year.

WINA



GOLDENEYE



DIDDY KONG RACING

NHL BREAKAWAY '98

N64!

Thanks to the Gamesmen, N64 Gamer has a brand new N64 and three top selling games to give away. All you have to do be in the running to win the world's best console and games is subscribe to N64 Gamer!

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YAY US

I read in disbelief about the awesome capabilities of the 64DD in issue #2.

Nintendo is great to be making this super add-on, but wait, all the super games are only scheduled to be released on the 64DD format! I read somewhere that the 64DD has been delayed and will not be out in Japan until June. All of us waiting for Zelda 64 and the other cool 64DD games will have to hold on until the end of '98. What's wrong with Nintendo? It seems that Nintendo has started a trend to release good games later and just say that the extra time was needed to perfect them.

Then why say the wrong early release date at first, getting our hopes high and then leave us think "what the hell happened" afterwards when the game doesn't ship on time. I don't hate the N64, as this machine has some of the best looking games around, but the really long waiting times have to be improved. Onto my questions:

1. Are the graphics of the N64 effected by the size of the screen?

2. How come you guys can review games a couple of weeks before the initial release date?

3. Did you know that your magazine rules?

KARTIK DUBE

Kingsgrove, NSW

Yes, it's true. The 64 DD has been delayed overseas, and so will hit our shores a little later than expected. We're still expecting it to launch over here before Christmas, so don't get too upset. The good thing is though, that the N64 could drop even further in price before Christmas, and it's pretty reasonable to expect the 64DD to be quite a bit cheaper than the N64 itself. So, you and I could be looking at picking one of these

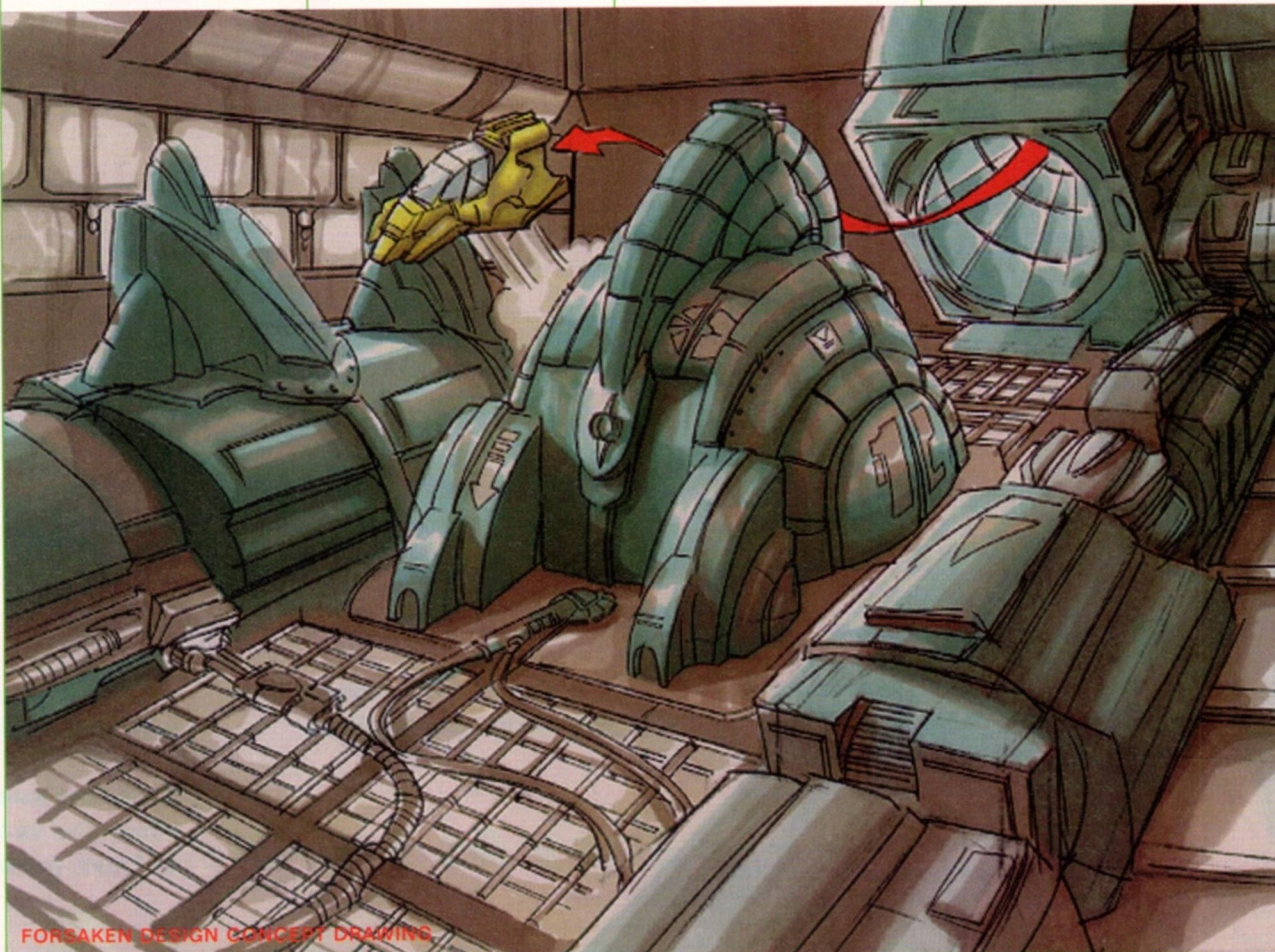
mega add-ons up for less than 100 bucks! The problem with games slipping past their intended release dates is a major pain in the butt. Unfortunately, problems do arise in the software, and these must be fixed as they will otherwise probably ruin the overall game if they were left

T.V. These cables can be picked up from your local games shop, but be sure to check that your T.V. has an S-Video connector before you go out and buy one.

2. Luckily, the game developers send us pre-released versions of the games that we can sit down and play. This enables us to give

they really do rule! My best friend has one with about nine games, including Goldeneye, which is incredible. It's easily the best game I've played on any system and I would like to know if Mission Impossible will be as good.

games I've heard have been crap. Wave Race, for example, has the commentators saying 'Good, Good, Good' all the time, with the occasional 'Max power' thrown in. The Playstation's CD is 2 times speed, and have you heard the com-



FORSAKEN DESIGN CONCEPT DRAWING

unchanged. This, and the fact that software companies are a little over anxious in setting the game's release dates, often leave game players a little disappointed when the game we'd love to get doesn't turn up when we all expected it to. Anyway, onto your questions:

1. As with all games consoles, the graphics look a fair bit better when they are displayed on a larger television. The quality of the images from your N64 don't change, it's just that the N64's custom graphics effects look a lot clearer on a larger T.V. With some larger T.V.'s, it's possible to use an S-Video cord to obtain an even better and clearer picture on your

you readers the latest info on the games that are coming out soon on the N64. We understand that some readers out there are a little annoyed that we review the games before they come out and that the games often slip past their release dates, but we would rather you know all about the game before you purchase it, so that you can be sure and confident about how you spend your money.

3. We had our suspicions, but now we know for sure.

PC'S LOVE US TOO

Congrats on the fantastic magazine. I own a P.C, but I'm crazy about the N64,

Here are my questions.

1. In all your screen shots for Goldeneye, you had full ammo and two guns. How the hell did you do this?

2. Will there be an Goldeneye 2 coming out? (eg. Tomorrow never Dies?)

3. Have you got any idea of the price of the 64DD when it's finally released?

4. I saw a fishing game on a N64 list a couple of months ago. Do you know when it's coming out?

5. In your first issue's Techno section it said that the N64's sound is equal to today's CD players, but the commentators in all of the

Write To Us:

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We are also looking for reader art to fill these pages, so if your looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts.

mentators in Formula 1 '97, they are excellent! Are the sounds and commentary in the N64's Formula 1 game as good?

Oh well, time for me to go and play some more Goldeneye on my friend's machine. Keep up the good work!

COREY BRAZENDALE

Port Screll, Tasmania

1. Actually, we're all cheats and losers in here, that couldn't finish Goldeneye without some form of assistance. Seriously... the Goldeneye ammo cheat is accessible by completing the Control level on agent difficulty in under 10 minutes (practice, practice!). The all weapons cheat is obtained by completing the Egyptian level on agent level in under 6 minutes (quite easy, actually!).

3. We're hoping it will be under 100 bucks.

4. There is a fishing game in development, but you won't be seeing it in Australia until early next year. Early shots look very impressive, but whether or not the game will hold anyone's attention for extended periods of time is debatable.

5. CD sound is delivered at 16 bits audio at 44 Hz. The N64's chip has the ability to reproduce this quality of sound, so any poor sound that comes out of your little N64's is a result of poor programming rather than a lack of hardware ability. Ram is also something that must be taken into account. Speech takes up quite a bit of ram that would otherwise be used for graphics and game data. In some cases, programmers see that having a wider variety of different graphics is more important than a wide variety of speech, and in most cases all gamers would agree with them. Nevertheless, many N64 programmers have been able to produce excellent music that's high in quality and variety, along with huge game levels and graphical detail that is simply amazing considering the size of the carts that the games come on (Mario 64 and Turok are 8 megabyte carts!). With the release of the 64DD, and its 64 megabyte disks, we will see many more N64 programmers taking advantage of the N64's sound hardware, and I'm sure that you'll all be amazed at what you hear...

NEGLECT...

5th day without food... I can't feel my legs- been sitting in this pile of filth too long. The food ran out on the 3rd day. Nearest supply is in the kitchen. Too far... No help in sight. She dumped me. I think my memory isn't so good anymore. My dog is dead. He mustn't have been fed, I guess. Oh well, I suppose HE is a lot closer than the kitchen...

The controller is slick

with drool dripping from my chin. Just one more level... Just until I get 100 stars... Or until my brain turns to goo and dribbles out my ears... I'll stop when Armageddon gets here... OH PLEASE GOD, HELP ME!

I can't get through this bit.

JASON MCMAHON

Ivanhoe VIC

Well, my diagnosis is that you're perfectly normal. Remember to use a lot of tomato sauce with your dog (It helps him slide down quicker), and be sure to wear a bib whenever you play your N64.

A LETTER FROM MARIO?

Congratulations on the first two issues of your butt kickin' magazine. My name is Mario, and I just want to say that the reviews and playguides have been very helpful. Also, thanks for the 10/10 you gave my game, as I think I'm pretty good. Now, onto my questions

1. Will only CD's fit into the 64DD, or will it also accept carts?

2. I Heard that there is an Command & Conquer game coming out for the N64, is this true?

3. Is there another Star Wars game coming out for the N64?

Thanks for you time, and happy gaming!

MARIO RAVIOLI

Karama, Darwin N.T

Yo, Mario,

Seeing you are who you are, I better answer your questions...

1. It only uses 64DD disks, and no other objects can be inserted into the 64DD drive. Although, it is possible to use disk and cart combos when playing games. This would allow the N64 to access a huge amount of data instantly, but don't expect to see combo games like these too often after the 64DD has been released, as they will be expensive.

2. Yes, Westwood Studios, the makers of Command & Conquer, have a game in development for the N64. Whether it's Red Alert, Command & Conquer or some other game is unknown at this time.

3. Yes, Lucas Arts have another Star Wars game in production for the N64. Hopefully it will be based around the new movies that are due out next year, as we probably won't see it 'til the end of this year, or early next year.

FLY? FIGHT? RACE?

I think your mag is great. I've just got a few questions for you, so answer them would ya?

1. Will there be any good flight games coming to the N64, like Descent and Descent 2?

2. When will Quake be coming out, and how much will it cost?

3. Will there be any other decent fighting games besides Mace and Dark Rift, coming to the N64?

4. What great new racing games will be coming to the N64?

RHYS SIMMONDS

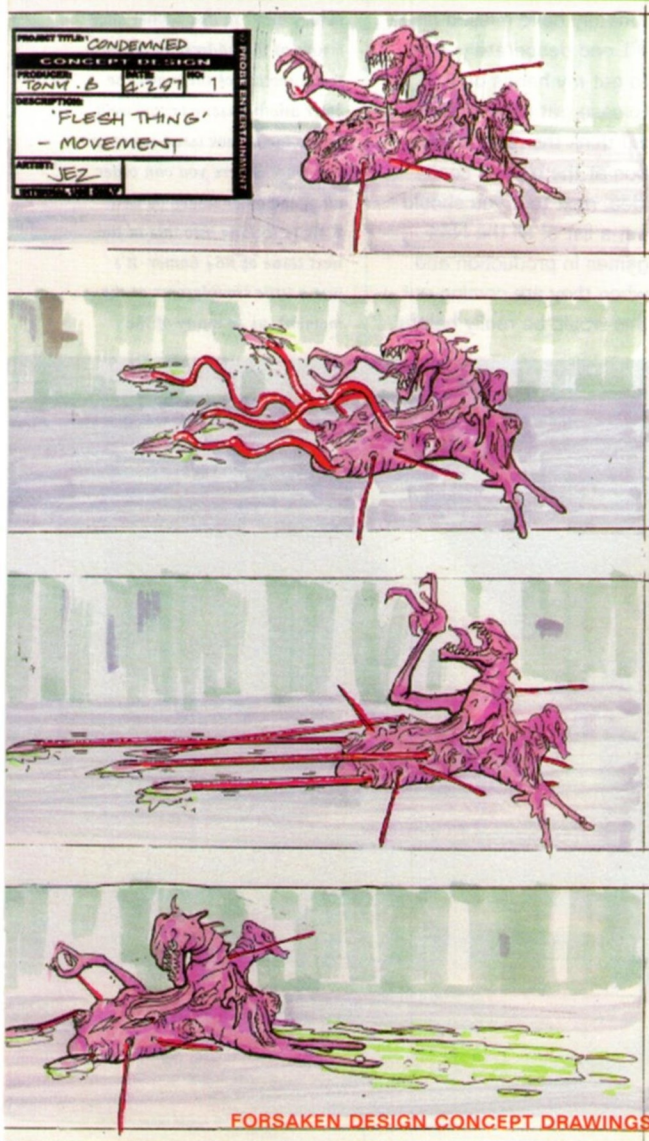
South Australia

Thanks, here are your answers.

1. Yes, Forsaken looks like it could even surpass Goldeneye as the best multiplayer game on the N64. Even in single player mode the opponents artificial intelligence is remarkable, and way above what's seen in the latest games like Quake 2. It really provides you with a challenge. Be sure to check out the preview this issue.

2. Quake will be out in mid May and will cost around \$99. Again, check out the preview this issue.

3. Well, for starters there's Fighters Destiny. It's a really good 3D fighter, and has a lot of depth in it's play mechanics, so check it out. Mortal Kombat 4 will be out by the end of the year, if that's your interest. Culture Brain, a big SNES fighting game programming company, have Flying Dragon: twin in the pipeline, and



FORSKEN DESIGN CONCEPT DRAWINGS

The Goldeneye bug seems to be going around lately... Everyone seems to be playing it, and blasting the hell out of each other in the multiplayer game. As for Mission Impossible: It looks as though it may be on track to top the infamous Goldeneye as the most played game on the N64. Be sure to check out the preview.

2. The latest news is that the game WILL NOT be based around the James Bond movies (SHOCK, HORROR!). Never fear though, as the game is still going to about spy stuff, with plenty of mindless slaughtering of foreign guards on top secret missions. It's just that the main character will be someone new. (Indiana Jones, maybe?)

this will have plenty of unreal special moves in it. Bio Freaks, by Midway, is another blood fest fighting game that's sure to keep MK fans happy as well. Also, Konami have Deadly Arts in production and already the game looks like it will be one of the best fighters available on the N64 when released later this year.

WHO CARES?

I am really sick and tired of all those PSX'n idiots who are all worried about a game's size. Who cares if a game is 8 megabytes or 32? Sure, Zelda may be 4 times bigger in game size, but who cares? To some people, Zelda may suck and Mario 64 may rule, or vice-versa. So who really cares if a game is bigger in size than another. If it's a good game, it's a good game!

MITCHELL RIBAR

Game size has been a little bit of a sore point for N64 Gamers, but mostly because some Playstation owners like to ridicule them about the 'small' N64 cartridges compared to their 'huge' CD's.

Yes, I totally agree with you. It's more important that more thought and gameplay goes into a cart than the amount of chips that are on it. But, let's not forget that a game like Zelda will probably be better than Mario 64, as the programmers have had that much more ram to use, allowing them to create more levels, graphics and sound effects.

TO N64 GAMER,
Will Wheel of Fortune and Jeopardy come out in Australia and if so, when? I go to school with this pesky person who keeps insisting that Playstation is better than the N64. Is he a weirdo or what? He says that the 64DD is the same as a black Playstation. Is that true? I am looking forward to buying a game and I was thinking of Nagano, but of the two Hockey

games, Wayne Gretzky's and NHL Breakaway, which is better? Also, I would like to congratulate N64 on reaching 12.5 million sales and would like to congratulate you on your magazine.

JAMES DUPREE

Balmain N.S.W

Unfortunately, Wheel of Fortune and Jeopardy have not been announced for release in Australia yet. They just launched overseas, and Nintendo are probably waiting to see how they sell before they release them over here, as they aren't the most popular titles in the world (for video games, that is). As for your friend, do your best to make sure he is checked into the nearest mental hospital. 12,000 volts of shock treatment every day for a month should fix him (or maybe kill him). Wayne Gretzky's and NHL Breakaway are both really good hockey games, but they do differ in some ways. Gretzky's is more of an arcade type game, where you can just sit down and have a quick, furious bash of the pads, where NHL Breakaway tries to be a serious simulation that offers everything the serious sports players could ever want. Check out the review of NHL Breakaway this issue for more info.

DOUBLE-D-CUP?

I've had my N64 for a few months now, and it seems that Nintendo are starting to get into top gear by releasing some of the best games ever. The delays didn't bother me much, as I knew they would eventually get here, but Nintendo better start sticking to their deadlines. I've heard rumors that Sega are releasing a new console soon and Sony are sure to be just behind them, so Nintendo must get the 64DD out in time to get the upper hand. Even though they will be more expensive than the 64DD people will still buy them. Anyway, I've got a few questions.

1. Will there be a Resident Evil style game coming to the N64 in the future?

2. Will there be a game based on the Alien series? Keep up the good work.

SHANE KEEN

Lithgow, NSW

Yes, the rumors about a new console from Sega are true, but it will be a while before we see the machine on our shores. Game companies are always planning new consoles, and always have something new going on that we usually never hear of. Hopefully the 64DD will see us N64 owners through the next couple of years, as the prospect of re-writable games is something that even the next generation of consoles haven't seemed to address.

1. Yes, Shadowman is the one to look out for. It looks stunning at

to say the least.

TO N64 GAMER,

Firstly I would like to congratulate you on your great mag. Now let's get on to business I have a few ideas for the mag.

1. I think it would be a good idea for you to add a back issue section where you can order issues which you have missed. I unfortunately have missed issue #1 and desperately want to get my hands on it. (please get back to me).

2. I think the ratings section at the back is cool idea, next to it you should put a list of all the N64 games in production and when they are coming out, this would be really helpful.

more people would see the mag and realise how cool it is and buy it. And everyone else already collecting would be even happier. P.S. To all the people who paid \$400 for the N64 along with me, don't worry at least you got in first.

DION FAHEY

Modbury Heights, SA

1. Back issues will be able to be purchased by sending a check or money order to N64 Gamer back issues at the address in the editorial section of the magazine.

After another issue or two we'll be having a back issue subscription page, where you can order all of the other issues as well.

2. We're looking into this in the next issue of N64 Gamer. It's just a little troublesome at the moment, as so many of the



MISSION IMPOSSIBLE

the moment, and every bit as violent as Resident Evil. Duke Nukem's next outing is also planned to be like the Tomb Raider-Resident Evil games, but we all know that Duke rocks harder than Lara Croft, don't we? 2. Not at the moment. The alien theme has died down quite a bit, especially since the latest movies have hardly been great.

I have seen these lists in a few popular magazines.

3. I recommend not to print letters which have nothing to do with Nintendo, it gets really carried away and totally stuffs up the magazine. 4. I guarantee you that if your mag came out monthly you would get more sales,

N64's future games are up in the air with regards to their release dates etc.

3. We're all open to anything you guys and girls want to chat about. While I'm on the subject-how about a few more of you girl readers writing in!

4. Now how would you do that... Go around to all the news stands and buy them yourself?

Seriously, N64 Gamer will be going monthly very soon thanks to all you great readers out there who have given us your support!

MATH-BOY

I have bought both issues of your magazine and they have been great. I think it

for each but only 4 overall? Now for the questions.

1. Well there be a Wave Race 2?
2. When will Twisted Edge Snowboarding come out?
3. What is the thing connected to the N64 on page 76 of issue 2?

published and a prize awarded.

The scores are very general in the reviewing system, so that in many cases in the future you will have games that have near identical marks for graphics, gameplay and sound come out with a different mark for the overall score. This marking sys-

tem. It does have some merit and that's why it got 6 out of ten. War Gods, on the other hand, is another game that doesn't excel in any area either, and as a whole it still doesn't show any promise or interest to standard, or diehard gamers. That's why it ended up with a four out of ten. I really push my reviewers (with a whip and chair) to tell you as much about each game as possible in the review text. This is what should help you make up your mind about a game, with the final scores just serving to help you see it as an overall product and how it in relates to other, similar games.

1. We haven't heard anything at the moment, but we'll let you know in the news section as soon as we do.

2. Again, we don't have a release date, but we'll let you know A.S.A.P. BTW, we just got 1080 Snowboarding in and it's very good indeed!

3. That's actually an inverted picture of the N64 headset that will enable you to record speech on your N64 with the help of the Mario Paint programs on the 64DD. It just looks like a standard headset with a microphone attached so that you can record your speech!

4. Just movies and pictures it seems. Games require code that is quite difficult to make, and unless we get some really basic programme to allow gamers to make game code (pretty unlikely) then we can forget about making our own games. The ability to changes the graphics and sound in games is still very good though!

4. Super Mario RPG is an role playing game for the Super Nintendo. Super Mario 64 is the fully 3D platform game made exclusively for the N64.

FIRE AWAY...

Congratulations on your great magazine. I have a few questions that I'd like you to answer.

1. Now that Fifa'98 and Madden 64 have been

released on the N64, will other EA sports games like AFL'98 and NBA Live'98 be released?

2. Why are most top P.C. games like Tomb Raider II and Moto Racer also released on the Playstation but not on the N64? Is it because these games are easier to convert to CD than cartridge?

3. When will the following games be released: DK Country 64, Super Mario 64 2, Mission Impossible?

Yours sincerely,
MARK HAYWOOD

Ye Old answers...

1. Yes, Electronic Arts have opened the doors for N64 game development and we will be seeing games like NBA Live '98 this year. The possibility of AFL'98 remains unknown at the moment, as we will have to wait for the Australian user base of N64s to grow a bit more before they make the game.

2. This is mostly due to the fact that the games need little conversion to enable them to be run on the Playstation. The code is very similar, so it makes good business sense to convert the games and take advantage of the Playstation's large user base. The N64, on the other hand, would need the games to be re-written and optimized for the N64's cartridge format. This doesn't mean that the games will not appear in the future, as third party companies would be silly to ignore the huge number of N64's that are already around the world and therefore the money that can be made from software on them.

3. No Idea, no idea and possibly around May (bloody useful aren't I?). All dates for these games are unfortunately up in the air at the moment.

OH MY GOD, IT'S KENNY!

I would like to say that you guys are legends, and you deserve a medal for making the best damn mag is OZ. Now onto my questions.

1. When do you think Wild



SHADOW MAN

would be good though, if you'd include a high score table for games on the N64. I was also wondering about your overall score for the reviews as some games get the same marks as other games for graphics, sound and gameplay, but receive different overall scores. For example, Mortal Kombat Mythologies received 2 in each area and 6 overall and War Gods also received 2

4. On Mario Artist, will you be able to make short games, or just movies and pictures?

Thanks, and keep up the good work!

J. STREATFIELD
Burradoo, NSW

The high score page could be a possibility in the magazine in the future, but we are planning to have a new competition on game times each month, with the winner having his/her picture

tem is used because of its simplicity and ease of reading. We could use more numbers and more scores, but we prefer to use the text in the review as more of a guideline as to the game's actual quality than a few scores that sit at the bottom of the page. Mortal Kombat Mythologies, for example, doesn't really excel in any of its graphics sound and gameplay areas, but it somehow sits together as a half decent game for those who like 2D plat-

Choppers will be released?

2. What is your favourite game?

3. Is Donkey Kong Country coming out to the N64?

4. Is Quake 64 Multiplayer?

5. Have you got any cheats for Mario Kart 64?

6. What would you give Aerofighters Assault out of ten?

7. Will you put a back order page in your mag?

8. All of my friends say that Multi Racing championship is a bad game. Is this so?

KENNY LEAHY

Pittsworth, QLD

The answers, Sir,

1. Wild Choppers has not yet been confirmed for release in Australia but hopefully it will be out before the end of this year

2. Hard to say... I still go back to Mario Kart a lot these days, but Goldeneye is definitely up there too.

3. Yes, it's still unconfirmed whether the game will be on the 64DD or cartridge when released in Australia.

4. Yes, two players can be in the game's deathmatch.

5. There are no real codes for the game, but there are plenty of shortcuts available on the tracks.

6. Probably around 6 or so. It's not a real stand-out flight sim.



TRY AS YOU MIGHT THE CHANCES OF A MERE MORTAL PULLING THIS MOVE ON PURPOSE ARE SLIM AT BEST. COOL HUH?!

7. Yes, in an issue or so we will have a back order page so you can pick up the old issues.

8. The game isn't brilliant, but it still offers a good amount of racing fun. Its multiplayer section is quite good as well, and stands above other racing game's multiplayer sections.

DEMO CART?!

Thanks for bringing an N64 mag out in Australia.

1. Will Resident Evil come

out on the N64, and will there be an Resident Evil directors cut and an Resident Evil 2 appearing?

2. My friends say that Playstation is better than N64 because there will be more Playstation games coming out with more variety. I would like to know how many N64 games will be coming out.

3. Me and my friend would like to see a fighting game on the N64 with all the characters on every single fighting game like Mortal Kombat, Street Fighter, Tekken 2 and Virtua Fighter. Is this possible?

4. Is it possible to have a demo cart for the N64 on your mag?

SOME GUY

Your welcome

1. Capcom, the makers of Resident Evil, have announced plans to develop games for the N64.

Whether or not they have Resident Evil planned is not confirmed yet. Resident Evil has already appeared on the Saturn, so it may make the journey to the N64 in the future, so keep your hopes up!

2. The Playstation has been out

for a year or so longer than the N64, so developers have had more time to make games for the console. The N64 already has a huge amount of games in development, and it's very hard to put a finger on the number, but you can expect its software library to grow strongly over the next year or so. Needless to say, N64 Gamer will provide you with all the latest info on all games coming to the system.

3. Yes, a fighting game like this would be a great idea for the N64 (the Street Fighter dudes could beat the crap out of the Mortal Kombat dudes once and for all!), but the problem is that all of the games are made by different software companies. Therefore it is almost impossible for us to expect one company to let another use its own game characters (damn!), but that's the way business works my friend.

4. Cartridges are quite expensive, so having one put on the front of the mag would increase the cost of the mag too much. With the release of the 64DD things could change though. If the 64DD disks are cheap enough, and developers are willing, we could see demos attached to N64

Gamer sometime in the future.

COLLECTOR!!

Hi, N64 Gamer is a great magazine. I have both issues and have read them from cover to cover. Is there anything I can buy so I can use my N64 on my computer monitor? Will Zelda, Banjo and the 64DD make it here this year? Please answer the questions. Keep up the good work on N64 Gamer!

SOME OTHER GUY

Glad you liked the mags. There are certain cards that you can buy for your PC that will allow you to input a video signal (The N64 produces a video signal, where PC's make a digital signal) to your monitor. They are a little expensive though, and because a PC's monitor separates every pixel in its screen image, the picture you get on your monitor will be a little jagged and rough.

Hopefully the 64DD will launch here this year, with all the games you mentioned. Things are uncertain at the moment though, and we'll keep you up to date on the release date of the 64DD as soon as we hear something.

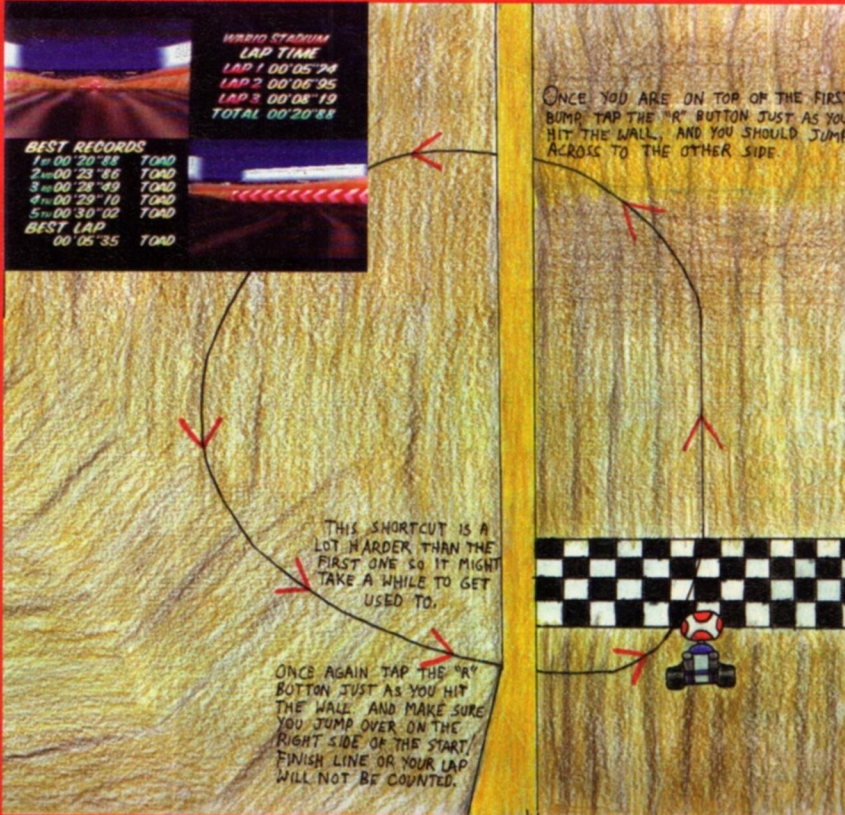
Top Five

1. WCW V/S NWO
2. Nagano Winter Olympics
3. Goldeneye 007
4. Top Gear Rally
5. Fifa 98 soccer

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Mario Kart Results

Well, don't we feel like horses butts... After our little Mario Kart competition last issue for the best lap time on Wario Stadium, we were swamped with letters and pics from people all around the country. The only problem was that our best time that we published was 1 minute 24 seconds 45 hundredths of a second (1:24:45), and the winner, Corey Burke of Bonville NSW, managed to shave nearly 1 minute and 20 seconds off our time. Needless to say, we have our boys out lookin' for this man, aiming to make him pay for humiliating us in our own mag (Actually, it was Marks time!).



Anyway, Kudos go to Corey the Man!, and enjoy the Yoshi's Story that you'll be playing soon! Mind you, it was pretty close there, with Corey managing to slip into 1st by just two hundredths of a second. Here's a listing of the winner and the top five runners up:

1. **Corey Burke**, Bonville, N.S.W
5 seconds 35 hundredth of a second
2. **Geoffrey Maddocks**, Oaklands, S.A
5 seconds 37 hundredth of a second
3. **Ademir Cortes**, Tunibi Unibi, N.S.W
5 seconds 44 hundredth of a second
4. **Jamen Chu**, Castle Hill, N.S.W
5 seconds 73 hundredth of a second
5. **Chris Clarke**, Nowra, N.S.W
5 seconds 78 hundredth of a second
6. **Adam Dei Rocini**, Elmore Vale, N.S.W
5 seconds 82 hundredth of a second

Thanks to everyone for sending in their times and photos, and a special thanks to Geoffrey Maddocks for the diagram on how to get that magic 5 second lap.

This issues little comp is for **San Francisco Rush**. Now, all you have to do is send in your best time for a lap on track 5 (The Heights) in the Forward direction. So, get to it and send in your best times as the winner of this comp will get a game of their choice. Send pics of your best time, along with a photo of yourself and the game you'd like to win to:

San Fran comp

N64 GAMER, 78 Renwick st, Redfern, N.S.W 2016

NHL Breakaway '98

Those legends at Roadshow have given us four copies of NHL Breakaway to give away to our devoted readers. Now, if you fancy a copy of the undisputed king of N64 hockey games all you have to do is answer the following question:

Who the hell wrote the review of NHL Breakaway?

Put your answer on the back of an envelope and send it to-

Mithra's comp

N64 GAMER
78 Renwick st
Redfern, NSW 2016



Winners

Quarterback comp:

1. Adam Ryan
Huntly, VIC
2. David Williams Jr.
Fernvale QLD
3. Jason Parks
Glebe, NSW
4. Mark Davidson
Manly, NSW

Hulk Hogan Comp:

1. Fletcher Forbes
Fernvale, QLD

2. David Hauser
Sunshine, VIC

Sonork's Comp:

1. William Kent
Forest Hill, VIC
2. Patrick Chang
Ballarat, VIC

Subs Comp winner:

- Arron Hucker
Currumbin Waters, WA
Wins Goldeneye,
Yoshi's Story and San
Francisco Rush!

Forsaken

PUBLISHER: **ROADSHOW** CATEGORY: **SHOOT-EM-UP**

AVAILABLE: **MAY-JUNE** PLAYERS: **1-4**

Those of you who have P.C.'s might be familiar with a game called Descent. This game involved flying around in corridor areas inside some high-tech machines, blasting the hell out of anything that you came across. Well, Iguana have taken this idea and made it into a new game for the N64, called Forsaken.

The new thing about Forsaken is that it involves full 360 degree movement, just like you would experience if you were flying around in space. Players can select from 15 different cycles that all have different handling, speed and armour attributes and then battle it out against the computer in the game's various missions, or against other people in the multiplayer mode. It will take you some time to get used to the crafts handling, and this full degree of movement, as Forsaken will often leave you quite dizzy when the cockpit view spirals around at very fast speeds. Once accustomed with the controls though, you'll be able to achieve a real sense of control of your vehicle, which is made even more enjoyable and easier by the analogue controller on the N64 pad.

The second thing that's sure to knock your socks off about Forsaken is the range and destructive power of the game's weapons. They're just fantastic. From the simple pulsar rifle, that fires two beams of laser fire, to the Trojax weapon, which fires multiple energy spheres that obliterate your opponents, the weapons in



Forsaken rarely cease to amaze. Also, the control setup of your N64 pad allows you to fire two weapons at the same time while also firing an huge assortment of missiles, often filling the screen with a amazing amount of fireworks.

All this action is beautifully supported by some incredible coloured lighting, thanks to the

N64's custom graphics chipset. Each weapon has its own shade of coloured light

that illuminates the corridors when it's fired by your

cycle. Often while your in the middle of a huge fire-fight with an enemy in the game, you'll just stop to look at the brilliant lighting effects that your weapons gives off and you'll forget about the enemy all together...

But possibly the best thing about Forsaken is the artificial intelligence of the enemies in the game. Considering the game is basically a 3D shoot-em-up, comparisons with games like Quake are inevitable, but fortunately for N64 owners, the artificial intelligence of the enemies in Forsaken is far better than any games like Quake or Quake 2 have ever offered. Your opponents dodge, duck, strafe, retreat, and even chase you when you're low on energy and weapons. They hide behind walls and duck and pick you off, just like an human opponent would. This means that Forsaken will offer some of the best single player gameplay ever seen in a 3D shoot-em-up.

What you're probably most wanting to hear is whether the game is great fun multiplayer. Well, considering the initial impressions that we have of the early N64 version, it's quite possible that Forsaken could topple Goldeneye off its perch as the best multiplayer game for the N64. With four players on-screen the game maintains a really smooth frame rate, even when there's a huge amount of firepower flying around the screen. Also, the game's weapons and constant fire fights provide a slightly more action packed game than multiplayer Goldeneye does. Either way, Forsaken looks to be one of the best games available for the N64 in 1998. Also, it sure doesn't hurt that the programmers of Turok and NFL Quarterback club are responsible for the N64 version, as we're assured of some of the best visuals and gameplay available on the N64 when it's released around June





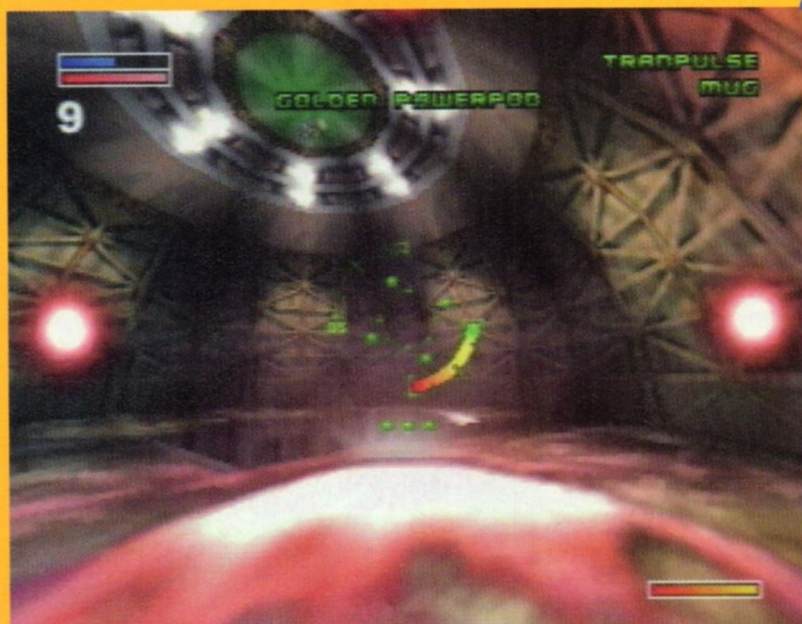
Every time you fire one of the game's weapons the whole screen is lit up with coloured lighting. The effect is amazing!



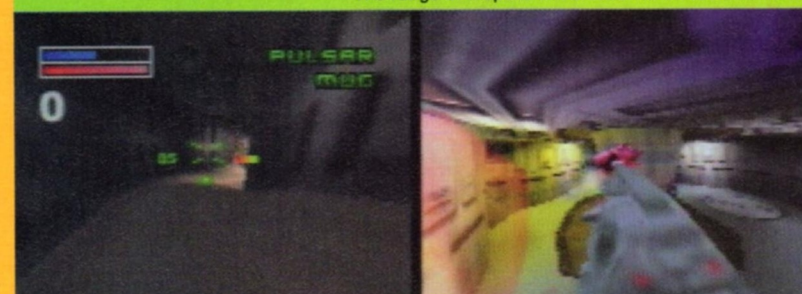
Enemies present themselves very often in Forsaken. Their intelligence levels are remarkable and a lot of practice is needed to take out some of the tougher ones



Whether it's single or multiplayer action, Forsaken always maintains a very smooth frame rate on the N64. Smooth action means smooth gameplay!



The range of weapons in Forsaken is awesome. Although there aren't as many as what's seen in Goldeneye...



Plug in a few extra pads with Forsaken...

...and like Rare's Goldeneye...



...they look brilliant, have amazing lighting effects and the visual impact that they give often makes you stand back in awe.



...You'll be in for one of the best...

...Multiplayer games to ever hit a home console

Rampage

PUBLISHER: GT INTERACTIVE CATEGORY: SMASH
AVAILABLE: MAY-JUNE PLAYERS: 1-4

For the elder readers out there who have a bit of arcade experience, it's probably not hard for you to remember Rampage. For everyone else, Rampage is all about a group of scientists who conjured up a little vial of growth hormone that's turned them into 50 foot gorillas and lizards, much like godzilla. So, what else do these big beasts do but go to work on their home towns in a fit of death and destruction. That's about all there is to Rampage: World Tour. That's not to say that the game is bad-actually it's quite fun, and fun is the reason why Midway have redone the late 80's arcade classic for the N64.

Now the object of the game is just one thing-destroy everything and everyone. You take the role of one of four available King-Kongs or Godzillas, and must destroy as much of the city in front of you as possible before your health is reduced to zero and you turn back into a puny scientist. Now, all manner of town folk have turned up to stop you by throwing fire bombs, shooting guns and even blowing up the buildings you cling to. Even the army turns up occasionally in tanks and helicopters, swooping down on you with guns blazing, much like the did on the big ape in King Kong, the movie. You're also free to stop these little pests any way you can- by either smashing them to buggery or picking up the unsuspecting dim wits and munching on them for lunch.

The graphics are fully 2D for a change, but are still quite detailed, with the N64's anti aliasing abilities giving the 2D sprites a nice-clean look. Animation is also smooth and rather comical, but the game does look a tad dated when compared to some of the latest 3D games available.



Rumble pak support has been included in the game, and allows you to feel the destructive blows you land on each building, as well as feel the constant gun fire rain down on your head from helicopters above.

Rampage's multiplayer ability allows up to four players to crack heads at any one time (the fourth character is hidden in the game), but it's simplistic gameplay could make it something that only fans of diehard destruction could only get their teeth into. Either way, expect a full review in the next issue.



25
25th ANNIVERSARY

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ON SALE

APRIL 15

All Star Baseball '99

PUBLISHER: **ROADSHOW** CATEGORY: **SPORTS**
 AVAILABLE: **JULY/AUG** PLAYERS: **1-2**

Just one look at the screen shots will tell you that Iguana have somehow squeezed more out of the N64's graphic chipsets than they did in NFL Quarterback Club'98. All Star Baseball'99 uses the N64's high resolution mode with stunning results. Iguana have managed the impossible and have created incredibly detailed characters and stadiums with beautiful detail and wrapped it up in a very solid baseball game.

The animations of the players as they move about the field is also fantastic. Players have over 500 movements motion captured for the game, like catcher and runner collisions, running throws, sliding throws, wall catches, broken bats, dives, kneeling throws and over 100 different batting stances. Like Quarterback Club, all of All Stars action can be viewed by using the brilliant camera views that allow you to zoom in and scale out to any distance, whenever you want. The instant

replays are just as impressive, and it's no understatement to say that the graphics in All Stars are nearly as good as watching a real game on T.V

All Stars also has the full support of the Major League Baseball, with 30 teams containing over 700 real players ready for your selection. On top of this, all of the MLB stadiums are there in life like detail and their realism really adds to the baseball experience. Also like Quarterback is the ability to trade players, sign up new ones and even create new players and teams to use. Seven game modes are included in All Stars: Spring training, season, play offs, World series, All Star game, Home run derby and Trivia game. All the statistic are covered from one season to the next, and these options and abilities really make All Star Baseball'99 a game for players who love a quick swing and also those who eat up every detail in Major League Baseball.

Play by play commentary from two of the MLB's big-wigs, John Sterling and Michael Kaye further enhances the game's atmosphere and we're glad to say that the quality is as good, and if not better than the brilliant stuff heard in Quarterback Club'98.

What the game plays like at the moment is unknown, as only a demo version was available for view, but if Iguana keep up their standards seen in previous games then we can expect only the best in All Star Baseball'99.





Virtual Chess

PUBLISHER: **ACTIVISION** CATEGORY: **PUZZLE**
AVAILABLE: **MAY-JUNE** PLAYERS: **1-2**

Those of you who may have purchased the 3DO game system may remember one of its better games, Battle Chess. This game was the first to offer a new twist on the traditional game of chess. It included a full 3D board with characters who represented the usual pieces found on the game board- like a real knight with sword for a Knight piece and a real King, with 101 dirty tricks for the king himself. Now whenever one piece would take another the attacking piece would carry out some fully 3D animations showing him defeating/slaying the other character. This would result in some humorous moments in 3DO's Battlechess as Knights cut off each others limbs, the King would pull out a sub machine gun and blow away the Rook and the Queen would lift her skirt to distract the Bishop while she stuck a knife in his back...

Thankfully this brilliant idea didn't fade away with the demise of the 3DO, as Titus have used this 3D chess theme and added some excellent high resolution N64 graphics to create an out of the ordinary chess game that looks like great fun.

Titus, fresh after their great effort on Lamborghini 64, have taken traditional chess added some fully 3D characters and an award winning artificial intelligence engine for chess and created a game that will hopefully cater for both beginners and advanced players of the game.

Both 3D and 2D versions of the game can be played in Virtual Chess 64, with the standard 2D board containing the ordinary Chess pieces in the form that most people know.

Chess is a game that, unfortunately doesn't reach a younger audience, but Titus have hoped to rectify this with highly humorous animations shown in the 3D version of the game. Also, Titus have added a training mode that will help beginners through the game and teaches them the various moves and abilities of each of the pieces on the board. Furthermore, there are scaled levels of difficulty that allow beginners to have an interesting game. All too often chess games have been released where the computer is so smart that it often defeats players in a small amount of moves, and that can really frustrate beginners. Titus have said that Virtual Chess will include a AS mode, where the computer opponent uses Artificial Stupidity and will often overlook obvious moves and make mistakes which will make beginners games all the more enjoyable and encourage them to continue learning the game.

If Titus can deliver what they promise then Virtual Chess could be a great game for all the family that, unlike some N64 games, encourages the player to think and learn while having fun.

Wetrix

PUBLISHER: **ROADSHOW** AVAILABLE: **JUNE**
CATEGORY: **PUZZLE** PLAYERS: **1-2**

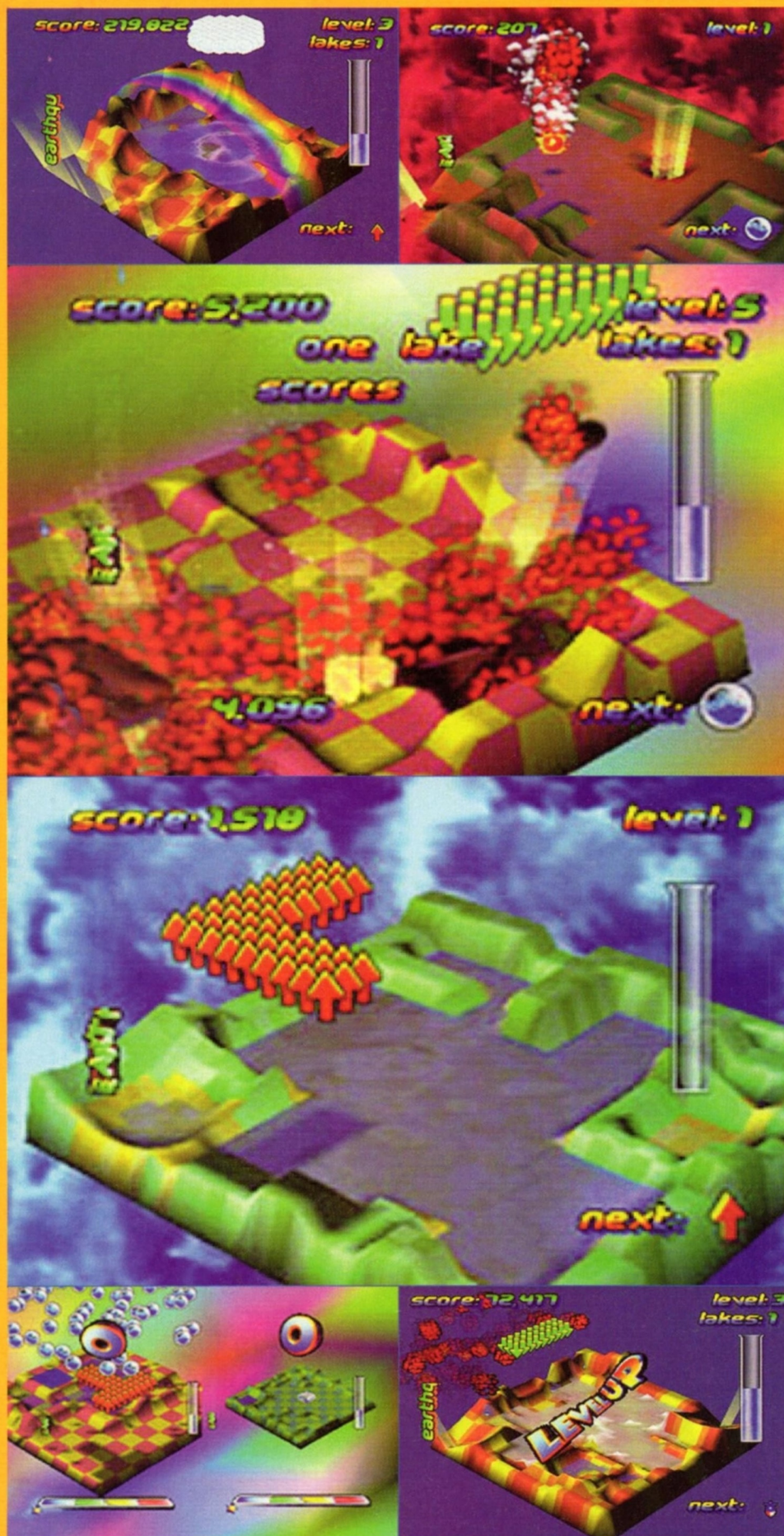
After hearing news that a puzzle game called Wetrix was headed for the N64 fears of another cash in on the Tetris name immediately leapt to mind. Fortunately, the new N64 developers, Zed Two (yes, that is their name!), appear to have taken the Tetris style gameplay and added a whole new theme to it to create a very interesting and challenging game in Wetrix.

The game revolves around the maintenance of a small 3d field and its ability to hold water. In this field you must use your abilities to create small channels and pools in which to hold the valuable water. Once you have started building, water starts to drop from the sky in the form of rain, and it's here that your puzzling abilities are tested. If your channels and pools have holes then the water will flow off the side of your field and, after enough water has been lost, the game will be over. The structure of the field constantly changes as players are forced to use the new blocks that are given to them, much like the blocks that drop from the top of the screen in Tetris. Occasionally, the small natural disaster slips in, in the form of earthquakes, bombs and other nasties that do considerable damage to your field and test it's ability to hold water. It's up to you to use the blocks to build up your land as wisely as you can, as to avert these disasters when they happen. Fireballs also occasionally appear and must be placed on dry land, as they have the ability to evaporate water pools, so different sorts of strategy are always called for.

Six modes of play are allowed in Wetrix, from the standard 'arcade' mode, to the handicap mode for easy play and multiplayer mode where you have the ability to constantly damage and disrupt your opponents field. A challenge mode is also included where you can race against the clock or play with a limited number of building pieces to use as well.

Graphically Wetrix won't set any standards in amazing 3D graphics, as it is, after all, a puzzle game. Transparencies are used to show the movement of the water, which is remarkably realistic. Apparently the game's developers put a lot of effort into simulating the movement and characteristics of flowing water and in Wetrix they have really succeeded. The only complaint is that the water is often too transparent and this can make it hard to keep tracks of where it is flowing on the 3D field. This, though, is promised to be fixed in the final version.

For a spin off of the old Tetris theme, Wetrix appears to offer much more than most 3D puzzle games have done in recent times and should be a welcome addition to the N64 library when released in June.



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NHLTM BREAKAWAY 98



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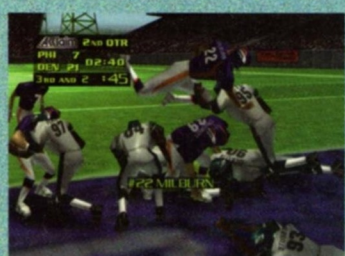


Break Away From The Pack



NFLTM QUARTERBACK CLUBTM 98

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Wrecking Balls

PUBLISHER: **ROADSHOW** AVAILABLE: **MAY**
CATEGORY: **RACE/PLAT** PLAYERS: **1-4**

As if Iguana haven't cornered enough of the N64's games market already, now we've found out that they're embarking on a totally new game concept that's different from all the past efforts like *Turok*, *NFL Quarterback* and *NHL Breakaway '98*.

Wrecking Balls is their first attempt at a racing-type game, but this title has quite a original twist on the usual style racing game. You take control of what is basically a bouncing ball, and have to quickly race him along platform style tracks. These tracks run vertically, horizontally and pretty much all over the place, and it's up to you to determine which path, or track, will lead you to the finish line quickest.

Your Wrecking Ball has its own little face, with some weird expression on it. It also has the ability to fire out an attaching cable that can be used to hook onto and lift him up to an higher level or track. This hook can be also used to stop other balls racing against you from reaching the top first. Now this idea in itself might sound a little silly, and it may be at first, but *Recking Balls* does appear to offer a good deal of fun and depth to its gameplay. The courses are often the scale size of high-rise buildings, and as such take a good deal of time to get to the top. Once you have learnt all of the pros and cons of each course, it's possible to fly through the tracks with a great deal of speed and skill. There's always the possibility of making wrong jumps and running out of track to race on that can see you go from first place to last very quickly, so practice is essential to winning in this racing game.

Graphically, *Wrecking Balls* is bright, colourful and moves with a very smooth frame rate. The tracks often stretch far into the distance, and little effects like transparencies that are used on the tracks ensure the best view is always available and see *Wrecking Balls* carry on the tradition of the other top notch graphical games that have come from Iguana's offices. Furthermore, the game maintains its high frame rate even when *Wrecking Ball's* 4 player mode is in use.

Techno music suits the game's often hectic pace as you swing with your hook and line from track to track throughout the course and, fortunately, the tunes never seem to become tiresome as they are bright and even occasionally get stuck in your head.

Multiplayer action differs slightly from the standard 'race to the top' single player game with more modes of play available for selection. Battle mode allows players to go all out and stop the other racers from finishing the course. Freeze bombs, missiles and reverse control traps are just some of the weapons and tricks you can use against each other and Iguana are promising much more in the final version.





1080

PUBLISHER: NINTENDO AVAILABLE: JUNE
CATEGORY: SPORT PLAYERS: 1-2

Snowboarding games appear to be all the rage at the moment, with every console available trying to bring out what they feel is the best example of the genre. Thankfully the guys at Nintendo have taken it upon themselves to do their own version of snowboarding, and the initial look of the game suggests that it will be phenomenal. Actually, the game is so good a simulation of the sport that it could be easily compared to the excellent Wave Race in terms of its graphics and gameplay.

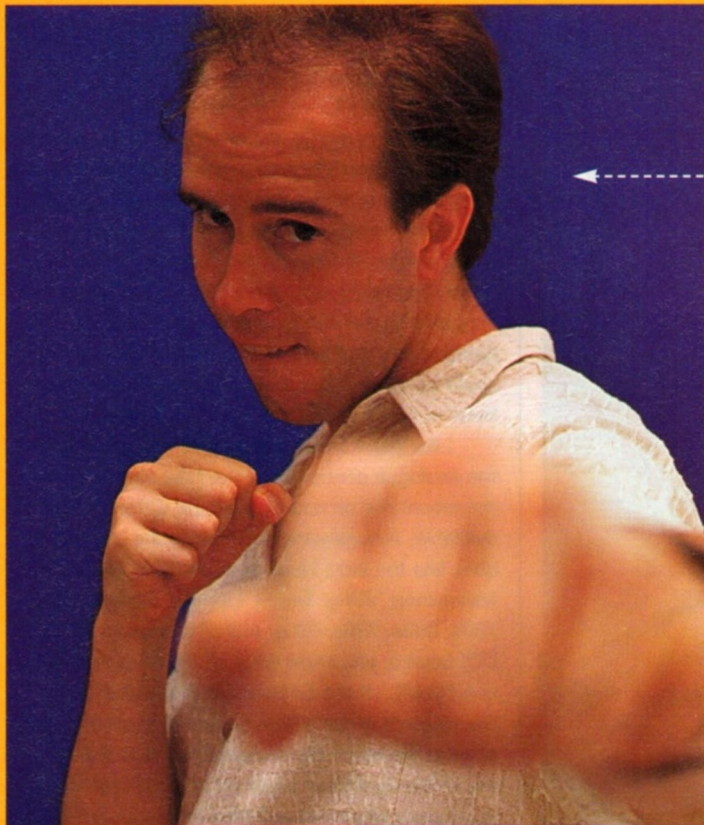
Like Wave Race, 1080 takes full advantage of the analogue controller on the N64 as you take to the mountains on one of the eight different boards available. A huge variety of moves are also available, like the Indy, Nose and Tail Grab, Mute Grab, Melancholy, Stiffy, Tweak, Lien Air, Stalefish, flips, 180s, 360s, 720s, 900s, and of course 1080 turns (Of course, you know what all those names mean, don't you!). Unlike Snowboard Kids, 1080 Snowboarding has a high degree of realism in the players moves on the snowboard. All of the moves are brilliantly motion captured and look terribly impressive when you pull off a few in a row.

The game has six different characters in it, with all from different countries around the world and all have different handling and speed characteristics. Some characters even have exclusive moves that no-one else can perform. The Rumble Pak lets you feel the whole experience perfectly and is a welcome addition after its omission from Wave Race. You shouldn't get too carried away with the impact in the game though, as every board has a damage metre that, once full, means that your board will bust up onto pieces stopping you from finishing the race. Six different modes of play are included:

- Match Race - Race against computer opponent
- Time Attack - Try to beat your own records
- Trick Attack - Get points for tricks
- Contest - Five different contests, such as slalom and jump to compete in
- 2P Vs - Split screen game against a second player
- Training - Learn how to do the tricks

Four tracks are immediately available, with another two that you can race on after beating all opponents in the match race mode.

In the graphics department, Nintendo appear to have gone in the opposite direction to Wave Race. Trackside detail is a little sparse at times, but the good thing about 1080 is the quality of the texture and graphical effects and the fluidity of the frame rate. Lighting, lens flare, shadows, reflective texturing and really impressive texture detail set up 1080 as a true second-generation N64 game and set good example for software from Nintendo in the future. Even with the game's two player mode, the frame rate is still impressively smooth and two player racing on snowboards has never been so much fun.



What the N64 Gamer crew had to say this month...

Steve "wrong door" O'Leary - EDITOR

Most embarrassing moment: When I was younger, I mistakenly went into the wrong toilet in one of those large Westfield shopping Malls. I should have noticed that the walls were tiled pink and there were no urinals, but it didn't fully hit me 'till I was sitting in a cubicle and two women came in and occupied the ones either side of me. With thoughts of women screaming "pervert", "help-rapist" and "you sicko" going through my head, I quickly raced for the door and never stopped runnin'.

Favourite games: Forsaken, Yoshi and 1080 Snowboarding

Narayan "hydrant" Pattison - WRITER

Most embarrassing moment: Obviously a guy as cool as me hasn't had any embarrassing moments. However, a couple of years ago I was invited to a bucks night for one of my brothers friends. I had only recently turned 18 and so naturally I drank way too much and ended up staggering around the party proposing to any girl that would listen to me. Anyway, one of them must have fancied me because my mates swear they saw me leaving the party with this gorgeous girl. Well I must have been too much for her to handle because I woke up the next morning, naked, and handcuffed around a tree in the middle of a park, where a dog had mistaken my leg for a fire hydrant. Let's just say that this took more than a little explaining for me to convince someone to get some bolt cutters.

Favourite games: Quake, DiddyKong and Goldeneye - it's still the best game in the world.

Mithra "lucky" Dennewald - WRITER

Most embarrassing moment: Well, that'd have to be the morning after my year 12 formal, when I was told who it was that I'd cracked onto the night before. As you might imagine, there were many bottles of mouthwash used that morning, and it was then that I decided that maybe my lucky socks weren't really so lucky after all.

Favourite games: Quake and Yoshi.

Robert "up chuck" Garcia - WRITER

Most embarrassing moment: Ah, that would have to be my eighteenth birthday. Plenty of friends came around, and needless to say I'd gotten lost in the amount of drink I had. By 10 O'clock I'd thrown up, and my brother had tucked me into bed... As far as I know everyone else partied on 'till the early hours of the morning. One of those lessons in life, I guess...

Favourite games: WCW vs NWO, Forsaken and Fighters Destiny

Mark "rambo" Gowing - ART DIRECTOR

Most embarrassing moment: Well it all started when some old war buddies of mine got kidnapped during a covert mission in South-East Asia. The next thing you know I'm dressed in combat fatigues, armed with nothing but a speech impediment and a bad attitude. I don't remember much else, except waking up in a B52 with everyone slapping my back and calling me "Johnny".

Favourite games: Rush, Rush, Rush!!!



The review system explained

This is probably the most important part of the magazine as here the reviewers tell you the good and bad points about games, hoping to point you in the right direction when buying software. The reviews will be broken into three parts called graphics, sound, and gameplay. By laying out the reviews this way we hope to make reading them and understanding the key points in games a lot easier.

At the end of the review there are the three categories where the game will be judged, as well as the final score. Use these categories when comparing games against each other, or when you just want to find out how good the game really is. The final score is a reflection of how good the game is overall, with graphics, gameplay and sound combined. Below are example of the types of game scores you can expect:

GRAPHICS



Does it look good? Is the level design in the game great? Is the game very smooth in its frame rate? Does it make you stand back in awe? This score reflects just how good the visuals in the reviewed game are.

SOUND



How clear are the effects, music and speech? Does the sound add greatly to the gaming experience? Sound is a important part of any N64 game, and should support the games graphics in providing a realistic gaming experience.

GAMEPLAY



How does the game feel to play? Is it fun? Does it present new ideas in video gaming? Will you still be playing the game in a few weeks? No matter how good a game looks or sounds it won't be much use if it doesn't play well

OVERALL



This is a Overall score and reflects how the game stands with its graphics, gameplay and sound considered. Below is a list of scores and a description of what type of game you can expect given its final mark.

10

The perfect game. Don't expect this score to be awarded too often as the combination of state of the art graphics, sound and gameplay have to be achieved. Mario 64 is a example of a title that does this, and it's aimed at the broad range in age as well, as it's accessible to young and old gamers.

9 | 9.5

A excellent game. This game achieves high levels in all areas, and is well recommended. An essential purchase for fans of the genre.

8 | 8.5

A great game that contains some small faults but these are far outweighed by the overall quality and appeal of the game. Well worth purchasing.

7 | 7.5

A good game with a few faults. It may be one small area of the game that pulls down its overall appeal but it's still recommended to fans of the genre.

6 | 6.5

A average game. This one really has faults that stops it becoming a good fun game. Fans will probably find something of interest here, but be sure to check it out carefully first.

5 | 5.5

A game that just fails in more areas than it achieves. Either its gameplay, graphics, or sound (or worse, all three) are really lacking. This title should really be approached with caution.

4.5 or below

A game that really stinks... It's a fact that games like these make us really appreciate the 9 and 9.5 titles. Should generally be avoided.

Games Reviewed this issue:

32 Quake

38 Yosh's Story

42 NHL Breakaway '98

36 NBA in the Zone '98

Reader Review

We have set up the reader review section to give you guys and gals a chance to write in and voice your opinion about the games you love or hate.

Every month there will be a different game up for review, and the best review received will be printed, along with a comment from one of our guys. The writer will receive a free N64 game that's current and hot.

All you have to do to enter is write a five hundred word review along the same guidelines that we use, with all of its scores and send it to:

READER REVIEW, N64 Gamer,
78 Renwick st, Redfern, NSW 2016.

Don't worry about pics, as we will pick out some nice shots of the game to accompany your review.

Next issue the reader review will be Yoshi's Story. So get to it and write those reviews!

Quake

NARAYAN PATTISON *makes these guys wish they hadn't risen from the dead.*



Readers, meet Mr. shambler, he's the game's psychopathic monster that'll be disemboweling your sorry butts on a regular basis

So the most cherished PC game of all time is now available on Nintendo. You have to feel sorry for those poor PC enthusiasts because, while we now have their greatest game, they still have absolutely no chance of ever getting our classics like Goldeneye or Mario. I must grudgingly admit that Quake does look better on a state-of-the-art 3D accelerated PC. However, graphics aside, the Nintendo version is absolutely identical and can be played from scratch for a mere \$300. To play Quake on the PC with slightly better graphics you are looking at a price tag of about \$2000. Try not to laugh too hard next time one of your mates tells you how good his PC looks. Anyway, enough PC bashing. It's not the system that matters, it's how good the game itself is that's the important thing. Thankfully PC owners

have not been going crazy over this game for nothing. Quake is a brilliant game and those guys at ID have ensured that the Nintendo version is just as enjoyable and exciting as it ever was on the PC.

Watch those chunks fly

Graphically Quake is good, however, I couldn't help feeling slightly disappointed with the conversion. On the default setting the graphics look much too fuzzy. Turning the filtering off in the options clears the backgrounds up, but unfortunately reveals how chunky the textures are. We're not talking about anything anywhere near as blocky as Playstation graphics, but by Nintendo standards these are poor textures. The developers obviously decided to do this to reduce the amount of memory taken up by the

textures. This is understandable since there are about 35 different levels that they needed to squeeze into the cart. However, I think it would have been a better decision to save space by not including some of the weaker levels instead of reducing the quality of the graphics throughout the whole game. Don't let this problem with textures turn you off the game because it still looks fine. There is a huge variety of interesting and original backgrounds to splatter the monsters against.

The monsters themselves are especially impressive. They look totally evil and have tons of great animations. The Fiends are particularly nasty. They look sort of like E.T. except with huge razor claws, and they like to leap straight at your head and go to work with their claws. It's not very enjoyable when it happens but it

GET TO KNOW YOUR FRIENDLY DEMON SPAWN BUDDIES



Grunt - These guys are pretty ordinary and can be easily dispatched with a good shotgun blast.



Enforcer - A tougher version of the regular grunts that pack high powered laser guns.



Rottweiler - You know the ones: little, furry and love to chew on you.



Scrag - They can be quite tricky because they can fly around and shoot you from the sky. This is a problem because in order to kill them you have to pause and aim upwards.



Zombie - The fact that the zombies are undead gets really annoying because every time you kill them they just get up again. The only way to stop them is to blow them into chunks with a rocket or grenade.



Ogre - Very nasty guys. If they don't chop you in half with their chainsaws then they'll blow the crap out of you with a grenade.



Fiend - Small, lightning fast and able to disembowel you in under a second. Not recommended as house pets.



Vore - The worst thing about these guys is that their fire-balls chase after you, so start running.



Knight - The Knights are very easy to deal with so long as you don't let them get close enough to stick their sword into you.



DeathKnight - These guys are a lot trickier because when you're out of range of their swords they hurl streams of fire at you.



Shambler - You're not going to find anyone tougher than these things. If you get close they cut you to shreds in an instant, and if you're not in close then they'll fry you with their lightning.

AIN'T NO CHUNKS IN GOLDENEYE...

One area that Quake really has over Goldeneye is the amount of gore that can be found in the game. Your enemies can be blown into little pieces, with chunks of meat flying all over the screen and blood flowing rapidly at the same time. The rocket launcher is really good at blowing enemies to buggery, especially when you have Quad damage handy.



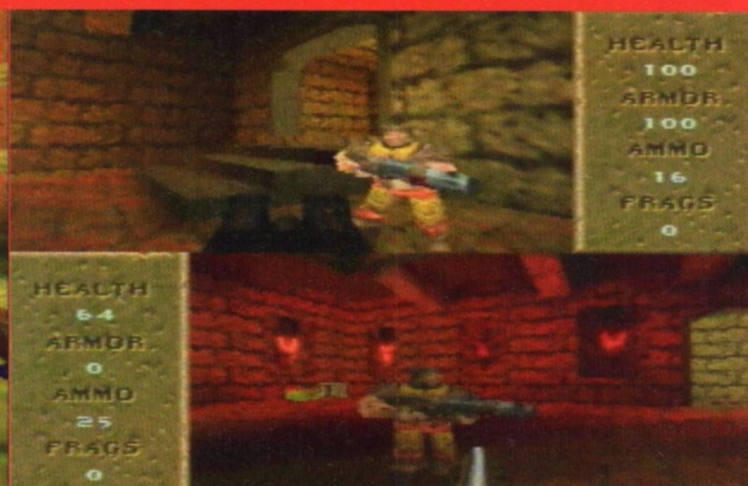
I always wondered what the insides of grunts looked like



Oh sorry, I hope that didn't hurt too much



Even with the grenade launcher, it still looks like I', up shit creek here!



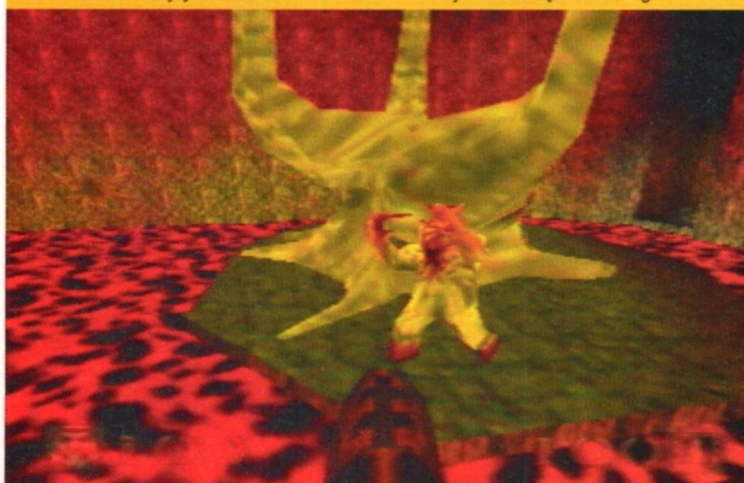
Multiplayer action is all it's glory. NOT!



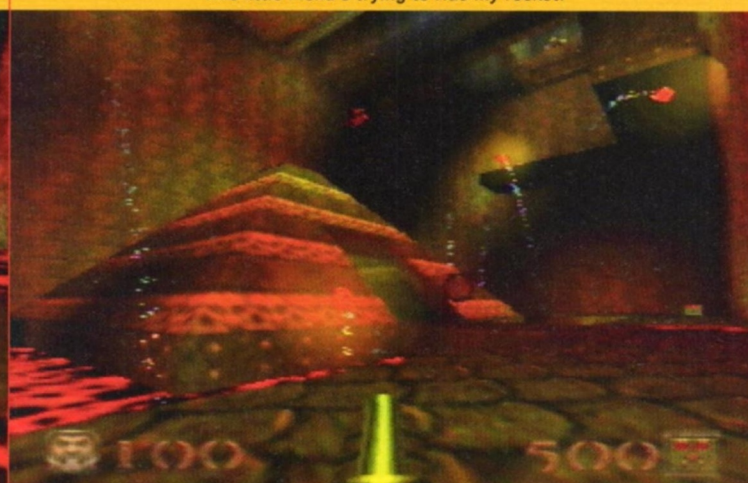
Normally you should run like hell from anyone with Quad damage



This little Fiend's trying to ride my rocket!



This is the game's final boss. He sure is an ugly mother!



One of the game's great multiplayer stages

sure looks cool to see bloody chunks of your own body flying everywhere as they rip into you. You might be starting to get the impression that Quake is violent, well you have no idea. Quake is one of the most blood-soaked gore-fests I've seen in a long time. If you thought the guys in Turok that clutched their necks as blood streamed out looked sick, then you've been living a sheltered life. Quake takes that kids stuff to another level. If a monster is killed dead on with a rocket or shotgun blast, then they blow into meaty chunks amidst a thick spray of blood. Totally violent it may be, but there's no denying the curious appeal of these sorts of games that are always trying to discover new and gorier ways of annihilating monsters.

Not for the faint hearted

This is definitely Quake's strongest asset. It has great level designs with dangerous monsters located in every cunning spot imaginable, a well balanced difficulty curve and the ability to make you scream with fear (if you're a wimp that is). Quake successfully avoids the dodgy control methods that plagued the earlier conversions of Doom and Hexen. You have to re-configure the controls and save the setup yourself, but once that's done those players used to Turok and Goldeneye will feel right at home.

The first couple of levels are very straight forward ones just designed to let you get your feet wet (I'll leave it to your imagination as to in what). Thankfully, after the initial levels the difficulty level really starts to hit over-drive and you'll find yourself surrounded by blood-soaked monsters from the pits of Hell trying to make balloon animals out of your intestines. If anything, the game may be too difficult because some of the levels force you to take on a ridiculous number of very tricky monsters. Although it's very difficult, Quake manages to avoid frustrating you overly because you always manage to make it a bit further each time. There are many levels that take a lot of practice but the cool monsters and interesting level design ensure that you always feel a strong compulsion to finish the level.

The single player game of Quake may be tons of fun, but unfortunately the multi-player game doesn't maintain the same high standard. For a start, two players is the most that can compete, there are no three or four-player options. This would be forgivable if Quake played a great two-player game. Unfortunately, there is a big problems with it. The frame-rate, or lack of it, is far from silky. Whenever two players start firing at each other the game jerks badly, making it very difficult to hit your opponent using anything but luck. The most frustrating aspect is that Quake is a great game, and if the multi-player



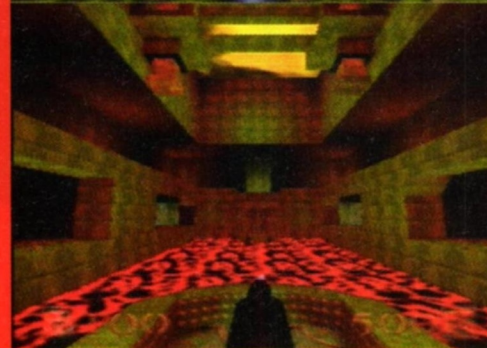
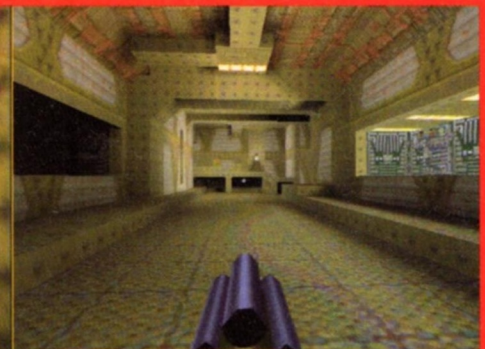
Sneak up and kill 'em from behind, if you can



I just know something bad is about to happen

NINTENDO QUAKE VS PC QUAKE

Graphically Quake is encouragingly close to its PC counterpart. The 3D worlds look like they have been painstakingly reconstructed from the PC originals. In terms of resolution the PC is decidedly sharper since Quake can be displayed at up to 1024x768 which is much higher than the Nintendo's 256x224. However, to get Quake running well at anything over 640x480 you would need to look at spending a lot more than \$2000, and lets not forget that practically all PC monitors are only 14 to 15 inches, so it's not much to get excited over. There's no arguing that the textures in the PC version are of a sharper quality than the Nintendo's, but as I have already discussed this is not because of any lack of power. However, while the PC Quake has the graphical edge over the Nintendo version the difference in prices is so astronomical that the Nintendo represents about ten times as much power for your dollar.

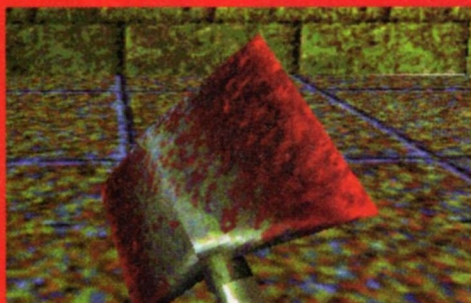


Nintendo Quake

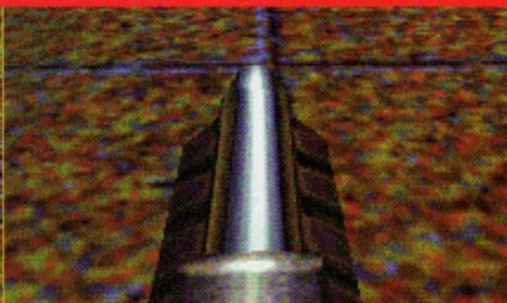


PC / Mac Quake

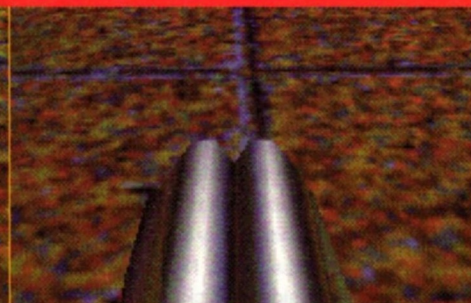
GUNS-N-STUFF



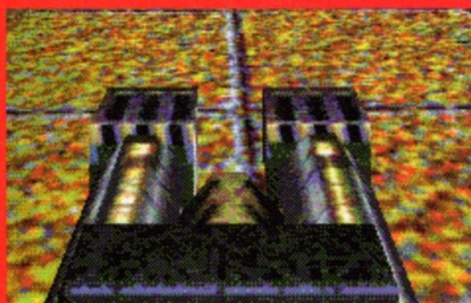
Axe - Going Conan style with this is only recommended if you have run out of ammo or you have a death wish.



Shotgun - A cool weapon that is best used at close distances if you want to really nail the monsters.



Double Barrelled Shotgun - This is a real mans weapon. Get up close and this will make a sticky mess of even the toughest monster.



Nailgun - Kind of like the one Mel Gibson used in Lethal Weapon these babies use regular nails to air condition the baddies.



Super Nailgun - Works the same as the regular nailgun except it fires about 5000 a second so that you can drop anything in the blink of an eye.



Grenade Launcher - As you would expect this baby lobbs grenades so that you can enjoy some 'death from above' kind of fun.



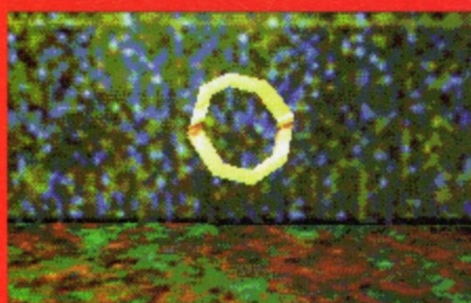
Rocket Launcher - This is the most effective weapon but also the most dangerous. You have to be careful because if you hit anything close then you'll end up as nothing more than a pile of body parts yourself.



Lightning Gun - this is the most powerful gun but you hardly ever get to use it because there isn't much ammo. Oh, and don't use it under water or you'll electrocute yourself instantly.



Biosuit - This suit, once picked up, allows you to survive underwater without breathing. This is especially useful in some of the game's underwater based levels. It can also be used to allow you to go through acid. Pic it up whenever you see it, just in case.



Invisibility - This little ring makes you invisible for a limited amount of time. It's great for sneaking up on huge enemies, or very useful to get the upper hand in deathmatch games.



Quad damage - This multiplies your damage by four times the normal amount for each hit. When coupled with the rocket launcher, Quad damage will kill most enemies with a single shot. The only problem then is that you have to be very careful not to fire it too close to a wall...



Invulnerability - This makes you indestructible. So, make the best of it and go head-to-head with any monster you find. For the best results, get this, Quad damage and a rocket launcher and all hell's sure to break loose.



You won't be grinnin' after I bury this axe in your skull



Looks a lot like the pyramid in Mario 64!



Getting fried by the Shambler's lightning ain't fun

aspect let you pit your skills properly against another player then this game would have been an utter classic. The problem isn't with the Nintendo's hardware because Goldeneye showed us just how fantastically it can be done (Goldeneye's four player mode is more playable than the two player one in Quake). Why is this you ask? It's because the Goldeneye programmers had the foresight to strip the graphics down in the multi-player levels so that there is no unnecessary scenery. This allowed them to keep a smooth frame-rate. Unfortunately Quake's levels are quite complex, so they jerk badly in split-screen mode. The multi-player aspect of 3D shooters is often the most enjoyable so it's a real shame that what could have been one of the greatest multi-player games on the Nintendo has failed to live up to its expectations.

No one can hear you scream

It is a little difficult to go into lots of detail

about the sound since the version the N64 crew received doesn't have any in-game music. There is some good pumping music for the title and options screens, but when you start playing it gets very quiet. I am assuming that music will be added to the levels. However, to be perfectly honest, I hope the music is still absent in the finished game. It adds well to the suspense of the game that it is perfectly quiet until you hear the dreaded roar of another monster lurking nearby. The monsters' screams also play an important part in hitting baddies that are hiding around corners. You can bounce grenades around the corners, and you'll know you're aiming in the right spot when they groan in pain because you're nailing their silly asses. The sound effects are also brilliant. All the guns sound great, but it's the double barrelled shotgun that really makes your room shake. Combine these effects with rumble pak support and you have some truly awesome weapons.

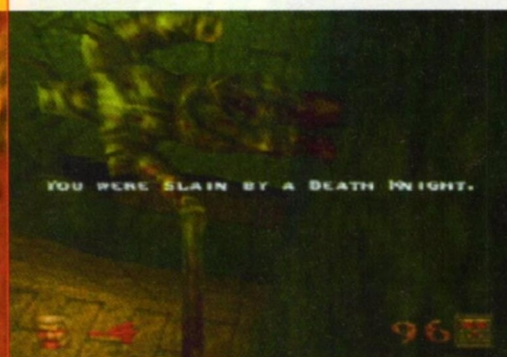
Despite small problems with the graphics and multi-player mode there is still a hell of a lot to get excited about with Quake. First person 3D shooters are arguably the most enjoyable genre and Quake represents another great addition to this category. It may not match the brilliance of Rare's Goldeneye but hey, it comes a lot closer than any other attempt. The simple fact is Quake is a very tense and exciting experience that should not be missed. So if you think you've got what it takes to send the demon hordes back to hell then grab a copy and strap on your chain gun.



The final boss of the first world is quite tricky to kill



Hey, can't we just talk about this?



Every punk is bound to get lucky once...

SECOND OPINION

Quake finally makes its way to the N64 and for those who have been waiting we can say that they won't be dissatisfied. The single player game can be really good fun, and the game seems to have just that little bit more atmosphere to it than the PC version. The eerie music help mostly, but the fact the game has no save game spots in the levels makes the task seem more difficult, which is very good for single player gaming. With two players though, it failed to meet my expectations. You can still slap in another pad and have a good bash, but it falls below the standards seen in Goldeneye.

Steve O'Leary

PUBLISHER: GT INTERACTIVE

DEVELOPER: MIDWAY

GENRE: DOOM CLONE

RELEASE: EARLY APRIL

PRICE: TBA

RATING: MA 15+

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

Yoshi's Story

STEVE O'LEARY *grabs the leash and takes little Yoshi for a walk...*

If there is any character who's second in line to the Nintendo throne after Mario, it has to be Yoshi. Ever since he first appeared as Mario's sidekick in one of the earlier SNES games, Yoshi has become a cult figure to Japanese and Western game players alike. He's cute, green, and is always looking very happy and content with himself, and why not, he's Yoshi after all! And now it's his turn to make his debut on the N64 and because of the huge impression that Mario 64 had left with Nintendo fans around the world, Yoshi's Story's become one of this year's most anticipated titles.

Unfortunately for some, dreams of a fully 3D Yoshi adventure have gone out the window with Yoshi's Story, as this game reminds us how Nintendo became a household name in the first place- with good old fashioned 2D gameplay

that's just plain fun. Of course, it's had a bit of a 64 bit revamp as far as graphics are concerned, and even though Yoshi's Story has remained a 2D game it has the style and graphical flair to put many of the N64's 3D games to shame.

Obviously the first thing that will strike you about Yoshi's Story is the adorable cuteness of the game. Everything in the game is mind-numbingly cute, but the game's presentation is so faultless that you forget about the childish theme and tend to get lost in the old Nintendo magic that's governed games for so long.

it's all in the book...

A story is exactly what you're treated to as you start the game, as the first level is introduced by the pages of a book opening up in a pop-up fashion, typical of some children's books.



The end-of-game boss. Kinda small, isn't he?



The old 'Spit vault' move of Yoshi's

TASKS



There are often tasks to complete in many of the levels in Yoshi's Story. From a simple hundred meter dash to flying a feather over a distance while collecting coins, tasks award Yoshi melons. They're all really quite simple and make completing the game often too easy.



Yoshi's little tongue can also be used to help him to get to higher places in the level. By attaching to these little exclamation marks, Yoshi can pull himself up to a higher place. Also, its often possible to smash the enemies off clouds and then steal their cloud and fly to previously inaccessible parts of each level.



Most of the fruit in each stage is held inside little bubbles that have to be burst with eggs before Yoshi can eat the fruit. These eggs can also be used to smash enemies and the throwing action is controlled by using the analogue stick while holding the Z button on the N64 pad. After a bit of practice you can become really good at aiming the little eggs...



Yoshi's Story, as previously mentioned, is all supposed to be a reading of a book. Each World is introduced by a page in the book opening and an new 'pop up' world appearing. The effect is very cool indeed, and the fact that many of the stages are made of materials like papier maché, denim, vynal and cardboard fits in with the whole 'book' theme.

Nintendo has spared no expense in seeing that the game has huge colourful characters that really make you stand back and admire them. Once the book section has passed and you actually start the game, Yoshi himself starts displaying some of the funniest animations yet seen in a videogame. As if his legs are actually too short for him, Yoshi's little feet move at a frantic pace just to get him from one side of the screen to the other, even though he actually doesn't move that fast. It's not just Yoshi who has amazing animations either, as all of the characters that he encounters in the game are so well animated that its often quite easy to forgive that the game is 2D rather than 3D. Everything runs at a smooth 60 frames per second, and combining this with the sheer size of some of the game's enemies and characters (often half the size of the screen or more) it's really quite hard not to be impressed by the game's 2D graphics.

The game's 24 levels are broken up into 6 worlds with four sub levels in each. From the basic outdoor garden areas to the underground volcano caverns to the almost traditional Nintendo Castle level, all of the games levels are filled with scenery that's best described as 'cartoon quality'. Furthermore, many of the stages are made of wood, denim and rubber with the accompanying nails and stitches that are used to 'hold' all sections of the landscape together. These levels are also constantly alive with moving enemies and objects like the huge tentacled sea enemies in the underwater world, gigantic lava beasts in the underground world



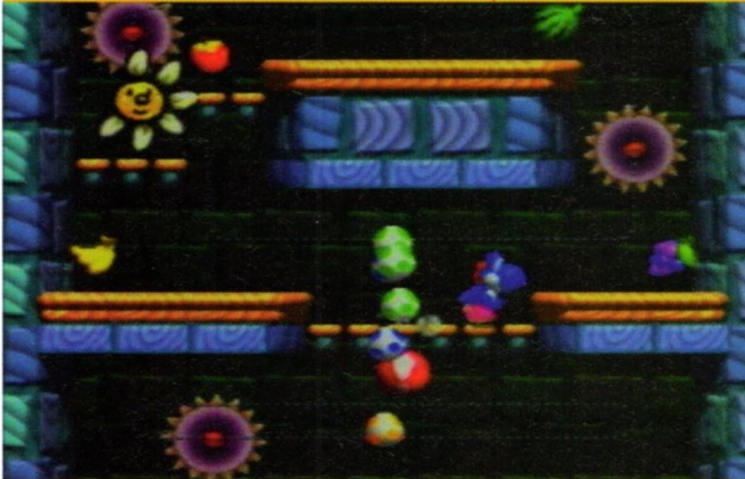
Plenty of time to stop mid-game and have a dance



These damn fish nearly always catch you by surprise



His breath is almost enough to kill you



The typical 'castle' stage is just one of the many seen in Yoshi's story



Looks like a stage out of Ghouls and Ghosts!



These fish spray water out of their mouths in an effort to get you into the water.



The little red guy just can believe some of the rubbish that he's seen in this game.



These huge wheels spin while Yoshi tries to cross them. A wrong step means death!



It may look simple in the screenshots but the detail in the levels is very impressive

SECOND OPINION - READER REVIEW

Jason Cheong**Winthrop, Western Australia**

In the modern world of videogames, one immersed in CD quality sound, with bands like Prodigy providing the music, and one surrounded by three dimensional polygonal graphics, Yoshi's Story may seem way, way out of its league. No music from Prodigy or Leftfield in here. No three dimensional worlds filled with rich polygons and real-time movement. In fact, at first glance (and first listen), it may seem that Nintendo shouldn't even have bothered making this game. But (and that's a big BUT), if you actually PLAY the game, you'll find that Yoshi's story is as good as, if not better, than all or most of the other N64 games on the market.

At first the graphics may seem pathetic in their 2D world, but the rich textures and colours used help provide the childish sensation of the world in Yoshi's Story. The rendered graphics, similar to Donkey Kong Country on the SNES, are brilliant in their cartoony glory, with amazing attention to detail. The artists have made it seem that a five year old drew the backdrops and the characters, but the downright wickedness of it all is amazing.

The music and sound effects may also seem shockingly childish in nature, but that has been Nintendo's trademark for years. The brilliant opening sequence (where Yoshi and co. sing) is better than any other game, and gives audio CD's a run for their



Transparencies in the underwater sections look great!



My own magic carpet ride through the clouds, cool.



Hang ten on the back of Happy Dragon



Some section see the screen scale right back!

money in audio quality. In-game sounds are also very cute, with funny sound effects and bouncy music.

Gameplay, like all other creations by Shigeru Miyamoto (I had to squeeze him in), is where the game excels. The control's responsiveness is amazing, and you'll be whizzing around like a child in a toy shop. The only problem though, is that like Yoshi's Island on SNES, is that Yoshi's Story is easy-WAY too easy for experienced gamers. While this is a major problem, it can be overlooked

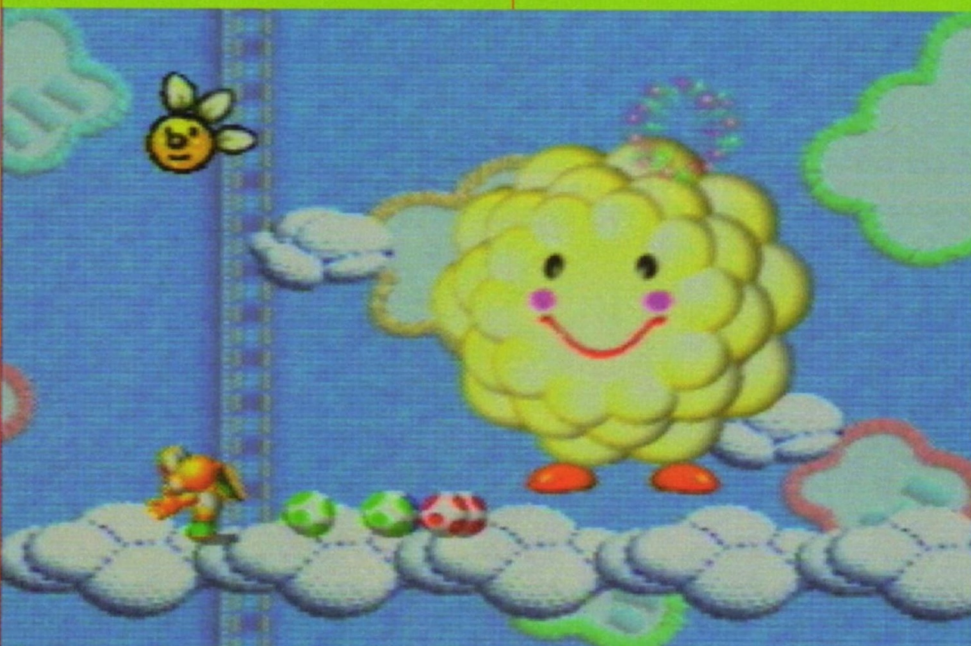
by someone that just wants to enjoy this game for what it is; a pure delight. So what if you finish it within two weeks? I did that with Lylat Wars (man that was cinch), but I still thought it was a great game. The only question is, do you feel lucky, punk (Sorry)? You have to ask yourself, do I want a brilliant game that only lasts a short while? Or do I want a game that lasts? I'd recommend this game to anyone, but if you answered no the first question, then you may be disappointed.



Yes, his tongue is that long. It's very useful!



Lots of effort went into the game's levels



That's it I surrender! I refuse to fight anyone as stupid looking as you.

YOSHI STUFF...

Yoshi's ability to select different stages in each world is decided by some different things that he does in each World:

At the start of the game, Yoshi must pick a fruit that he would preferably eat in each level of the game. The choices are Apple, Bananas, Watermelon and Berries. There are also plenty of Melons to be eaten in each level and can be devoured along with Yoshi's preferred fruit.



Pick a fruit and then look for it in all of the stages

To change the colour of the enemy that you wish to eat you have to do a stomp on the ground near them. If you eat an enemy with the same colour as the Yoshi you are using then it adds more points to your score and helps the chance of you selecting from more levels in the next world.



Jump up in the air and then...



Dive down to change the colour of the baddies!

There are little fat men in each stage that can be used as save game points. Once you awaken one of these fat little buggers you can also use him to warp to another of the save game buddies. Stand next to him and press up on the pad to warp somewhere else. This is useful for back-tracking over the level to find hidden fruit and hidden areas.



These fat little butterballs are quite useful!



Slam your head into the green box and eggs will pop out

and enormous fish in the jungle world that jump out of the water and swallow you whole quicker than you can blink. After first getting Yoshi's Story you're almost guaranteed to find something new and amazing on each level each time you play as the time, effort and thought that's gone into the 2D graphics in the game is almost equal to the standards seen in Super Mario 64.

Eeeee Awww Ooooo Ahhhh

Moving right along to the game's music, it's almost assured here that Nintendo will either make or break it's happy N64 owning fans. The music in Yoshi's Story all centres around Yoshi's theme, with each level having a different instrument or style in which the theme is played. From the beautiful sounding version with an acoustic guitar to the rap style version of his theme, all are immensely enjoyable and will often have you humming along. Worth a special mention is the quality of the sound in these tunes. Yoshi's Story is one of the first games that begins to show the sound abilities of the N64, and when hooked into an amplifier, the great chip music can really be appreciated. On the down side though, is that the game's opening music and between round music is just the voices of little Yoshi's singing their theme. Sounding like a cross between the chipmunks and Elvis on crack, this theme will either amuse or totally annoy game players. In my case, I still can't get their voices out of my head!

The main goal for Yoshi in the game is for him to collect 30 pieces of fruit in each of the game's levels. This is where the problems for Yoshi's Story begin. For starters, the game uses the Lylat Wars system of multiple routes through the levels. Only one of each of the 6 World's levels can be accessed in one game—meaning that it's only possible to play six stages before the game is over. What stages you play through is determined by the types of fruit you eat, with the desired fruit that you should eat being nominated when you start the game. With no bosses, or aim in the game other than to just get the 30 pieces of fruit, the game can be quite easy on most levels as fruit is often littered all over the place. There's no doubt that getting the fruit is often very good fun indeed, with many small mini games and tasks available for Yoshi to complete, like a 100 meter dash for



This is what happens to Yoshi when he kicks the bucket

fruit or carrying weighted stones over a short distance, but these are all too easy and result in the levels finishing all too soon.

Pure analogue bliss...

Yoshi, on the other hand, is a joy to control, especially with the analogue control and when viewing his humorous animations for all of his actions. In the end, though, it all comes down to a game that is substantially shorter than the original Yoshi's Island on the SNES, and this is where most people will be upset with Yoshi's Story. Where Super Mario 64 could be enjoyed by the older and younger audience because of its difficulty and size of the game, Yoshi's Story may end up being a game for only beginners and the young, and could well leave hardened game players wanting much more. Nevertheless, the game is still great fun while it lasts, and if you're a fan of Yoshi, it's definitely worth checking out.

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

GENRE: PLATFORM

RELEASE: APRIL

PRICE: TBA

RATING: G

PLAYERS: ONE

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

NHL Breakaway '98

MITHRA DENNEWALD *grabs his stick and dives in for a right rumble*

A lot of sports titles would like you to think they're ultra-realistic, so it's often a disappointment when they turn out to be something else. However, NHL Breakaway '98 is one of the few that is worthy of being called a simulation. When taken as an entire package this is one of the most realistic sports games I've seen for a while. The painstaking detail displayed off-court here is incredible. You have so much control over the game setup and team mechanics that you'll be tweaking it almost every time you turn it on, just to get that extra advantage. Better still, the attention to detail doesn't stop once you get on the ice. Adding to all of this is a very solid graphics engine. Well chosen camera angles and a great screen resolution make this a real treat to watch.

Now some people may like Hockey sims because they want to relive past glories on the ice (what ice? we don't have any ice here!). On the other hand, I know I've got no chance of actually getting any glory on real ice so I just take great pleasure in grinding the computer, or anyone else that happens to be there, into the ice. Of course, where would a hockey sim be without a good dose of violence? Still on the store shelves, that's where. NHL Breakaway '98 comes through on this count as well. You can rest assured that within your first minute of play you'll most likely have flattened each opposition player at least once. Hopefully hard enough to knock their stick flying across the ice.

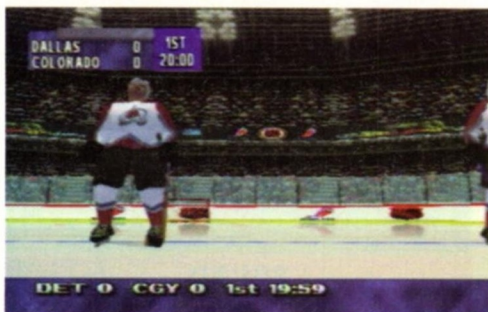


Push me, shove you. Oh yeah, says who?

Ever wanted to be a manager?

The days when all you did was pick a team for a one-off match certainly are long gone. Breakaway lets you pick from all 26 NHL teams, with up to date player rosters and play styles that actually reflect how each of the real teams prefer to play. It even includes the Olympic team. Once the team is selected you can really see the effort Iguana have expended on letting you set everything up to your liking. It lets you change the setup for both the for-

wards and defence players, pick your own face-off players, recruit new players, conduct multi-player trades between teams, change coaches. The list goes on and on. It even gives you scouting reports. So if you like to have a free hand in team management, you'll have a ball here. On top of the comprehensive team control system is a season and play-off statistics database that tracks more than 45 attributes. Over the course of a season your players get injured, but there is a system of bonus points



Stand upright for the national Anthem



The puck's trail helps you keep track of it



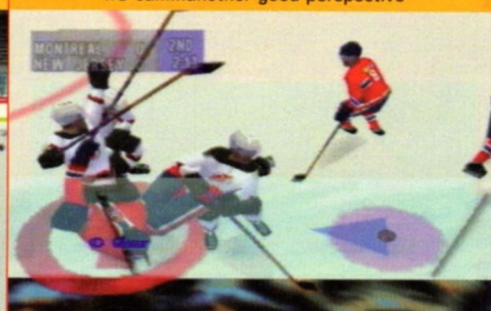
T.C. cam...another good perspective



Players look great when moving on the ice



Don't expect the opposition to be gentle



Fights break out at the drop of a hat



Expecting sympathy? Don't



The players can be a bit chunky up close



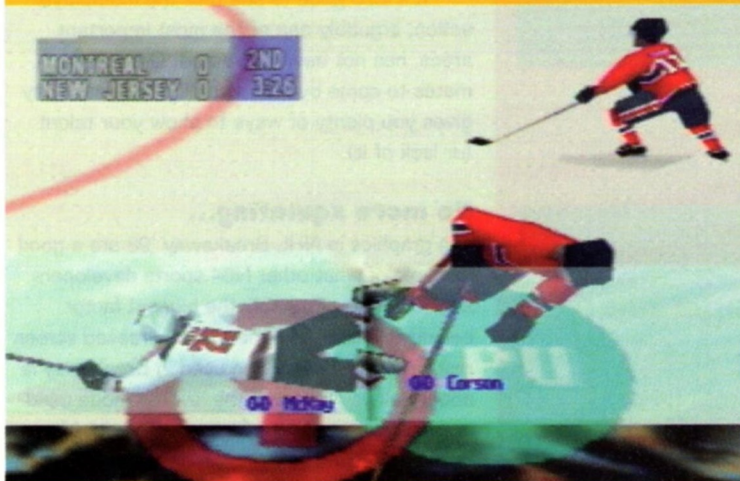
Defenseless... Just how I like it!



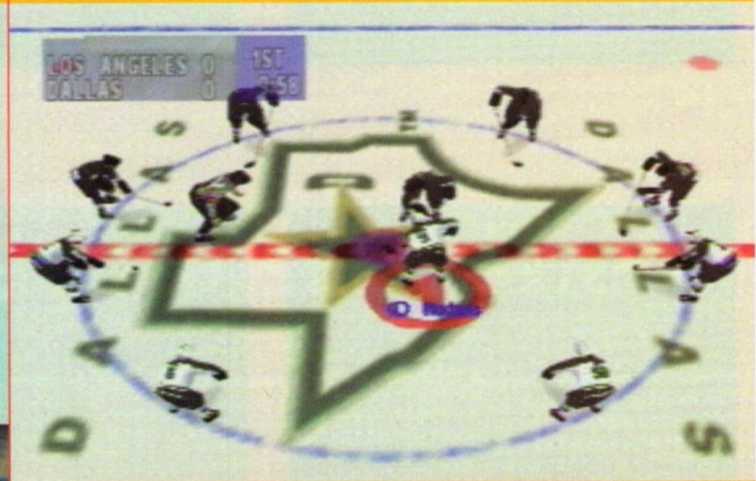
What's all the cheering about?



Using icons highlight your players makes passing a breeze.



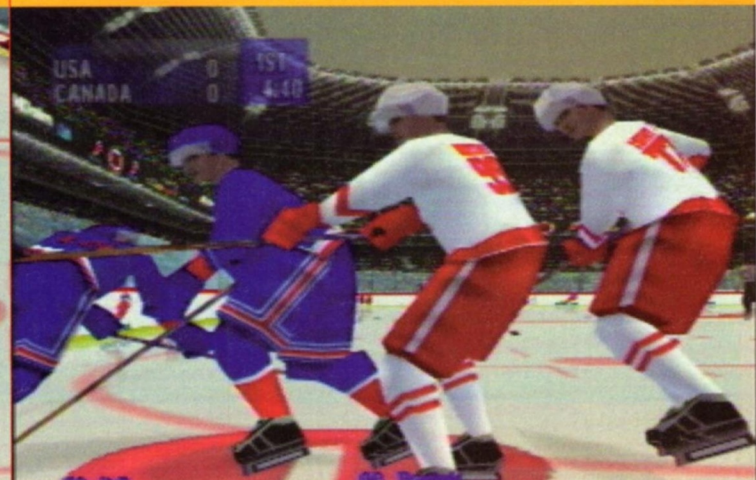
Setting team aggression higher makes for action packed games



Looks like the scene for a ritual killing...



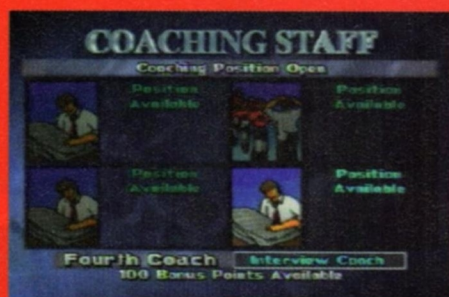
The game's higher resolution makes distance shots look great



Just taking time out to do the Lambada!

ADVANCED TEAM MANAGEMENT

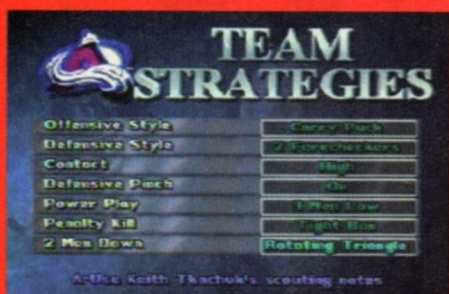
NHL Breakaway '98 has team management features that you would have only dreamt of when playing Wayne Gretzky. You have so much control here that it'll take you months to build your dream team.



Using some hard earned points you can hire a new coach in an effort to give your players bonus attributes. You advertise for a new coach and you can then pick from the applicants. The better the coach the better the bonus, but also the more points they require to hire.



Roster pic - Not sure who's currently available, and what their condition is? check out the Roster screen and all your questions will be answered.



Here you can select what strategies you want your team to use for offense, defense and more.



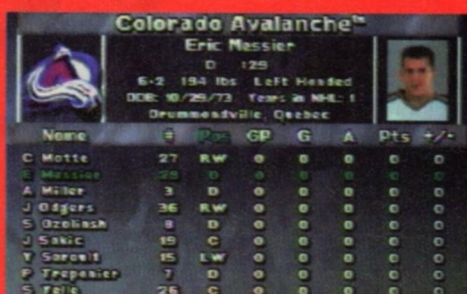
Each player has a bunch of attribute categories. He starts off with a pretty even spread of talent across these categories, but then you can add or subtract from each area using the remaining points to create your dream player. Do you value speed, power, aggressiveness?



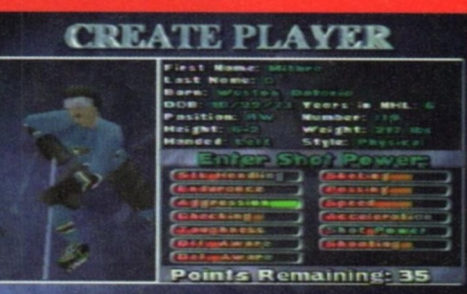
You can pick who you want to get rid of then you pick who you want from another team. Each player is given an overall score that reflects how good he is and an unfair trade means the team trading the dud player has to cough up plenty of cash.



When you recruit new players they're usually really poor. Once you have them though, you can train them up and turn them into your next up and coming star.

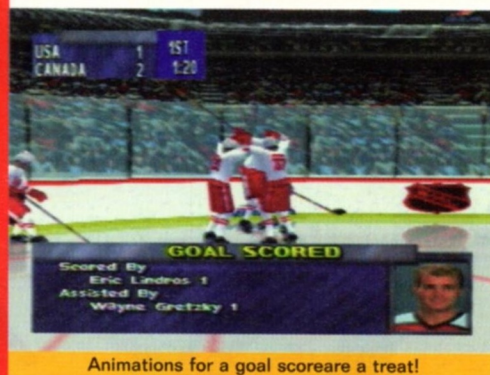


Here you get to choose who you want in your offense and defense lines, with some advice on the strengths of each choice.



that lets you heal them.

The gameplay on the ice is just as polished. Breakaway uses a great passing system that make it a breeze to send the puck to whoever you wish (so long as they're visible on the screen at the time). Holding down the trigger button brings up little button icons above your team mates, then simply press the button corresponding to the player of your choice. Due to the feedback from the earlier version on the playstation, the game has been slowed down a



Animations for a goal score are a treat!

touch to make it a bit more playable but if you don't like this there is an option to speed it up a bit so don't despair.

It's also good to see that the multiplayer action, arguably one of the most important areas, has not been neglected. Get a few mates to come over and you'll find Breakaway gives you plenty of ways to show your talent (or lack of it).

No more squinting...

The graphics in NHL Breakaway '98 are a good example of what other N64 sports developers should aim for. Probably the biggest factor behind this achievement is the increased screen resolution. The resolution used in Breakaway is about halfway between the low res mode used in most games and the high res mode that is used in a few other games such as NFL Quarterback Club. This increased resolution does come at a price though, as the frame rate occasionally drops to an annoying level. The polygon players are well constructed with realistic textures and the player's size even varies depending on the height and build of the character. The ice rink looks great except for some very odd warping on the spectator stands in the background. To top it off the camera angles have been well selected to show off these already outstanding graphics. It's almost the same as watching professional TV coverage of the event. You can choose from several different views, such as high and medium overhead, retro cam, side-on and ice cam. Although the closer views such as ice-cam and the side-on are great to watch they are as usual not very useful when it comes to playing. The player animations are



If the ref is in your way, slam him!



Ice cam. Looks great but is quite hard to play with



No way anyone is getting past me!

up to the quality you'd expect in an N64 sports sim these days. They're smooth and above all they look real. If you try to turn 180 degrees when going at high speed you lose your forward speed, just as you should.

As usual though, it's the little touches that make the difference. For example when you create a new player, his name is actually written on his jersey. Also, when a player gets slammed, the animations for him stumbling and falling look great. I almost expected them to lean over and spit some teeth out after some of the falls. My favourite was one time when I was racing down the outside and I got tackled by two opposing players, they hit me so hard I went flying into the glass and shattered it! When the players get really fed up you zoom into a one on one fight mode where you get beat the hell out of some poor sap who's been bugging you.

Grunts and Groans galore.

The sound effects in Breakaway compliment the game exactly as they should. The various grunts and groans from the collisions are so real I dare you to get through a match without

working up at least a little sympathy. It was a pleasant surprise to find that the announcer is not overbearing at all, his contributions were kept to a level that meant he didn't annoy me at all! I even chuckled a little when he tried to convince the crowd to hang around for a while after the game by offering a "70 CD collection give-away". The sound is pretty standard for a sport sim. As you would expect, it has the usual organ melodies to get you in the mood, and it also throws in some techno tracks in an effort to keep you happy.

On the whole, this is a great hockey sim. It has some really flexible options and detailed team setup features that really add to the lastability. The graphics are detailed and fluid. They look great from a distance and don't suffer to significant degree when you're right up close. If you're a fan of the Arcade style Gretzky series you may not like the more realistic plays of Breakaway. But despite this, you should still persevere for a while as this is well worth the time. If, on the other hand, you're after hard-core realism and you found Gretzky to be a bit shallow then grab this one right now, you won't be disappointed.



Another casualty on the ice. But hey, it was him or me!

SECOND OPINION

The graphics in NHL Breakaway are certainly the best for Hockey sims on the N64, and it has the gameplay and options to keep fans of the sport happy for a long time. Visually, there are some times when the screen update does tend to slow down a little, but for the most part the game is very smooth and the animations are up to the standard of those seen in Iguana's other sports title, NFL Quarterback Club. The range of camera angles available doesn't quite match Quarterback Club either, although most are very playable and look great as well. For those after the definitive Hockey game it's hard for you to go past NHL Breakaway.

Robert Garcia

PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA WEST**

GENRE: **SPORTS SIM**

RELEASE: **NOW**

PRICE: **TBA**

RATING: **G**

PLAYERS: **1-2**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

NBA In The Zone '98

As the tallest crew member, NARAYAN PATTISON jumped at the latest basketball game.



Konami tried hard to slam dunk it with their latest effort but 'NBA In The Blur '98' fails badly

Konami must have started using a new team of programmers for their sports games since ISS 64. That's the only explanation I can come up with for the brilliance of ISS and then the total disappointment of Nagano Winter Olympics. Unfortunately NBA In The Zone must have been by the same team because it is just as lacking in quality as Nagano was. Konami seem to have forgotten that the most important thing about a game is that it must be fun to play. They have concentrated on making NBA In The Zone a simulation of the sport and in so doing they have sucked most of the fun from the sport.

Something wrong with my eyes?

Graphically the first impressions of NBA In The Zone are very positive. The intro looks awesome because it is packed with close ups of beautifully animated slam dunks. When the characters

are up close they look fantastic. They have very realistic textures and the motion tracking maintain the usual high standard of previous Konami sports titles. You can even tell some of the people providing the animations were show-offs because of the tricky poses they pull when they're jumping. It's easily the best looking basketball game yet seen. Unfortunately, there's a big problem: the game doesn't even look half as good once you start playing. The reason for this is that whilst the intro features tons of close ups, the game itself is played from a birds eye view. From a distance the heavy filtering and anti-aliasing cause the characters to be reduced to a blurry mess. This means that after a few minutes play you'll want to go and buy some glasses. There are only two out of the ten different views that let you see the players up close. However, both of these are fixed right behind the character, making it impossible to play. Not

being able to make out your players properly is not the only problem because the graphics for the crowd are even worse. The flat, blurry mess of coloured blocks is the worst excuse for a grandstand full of cheering fans I've ever seen. The players may be animated well but the blur factor means that this game is a big graphical disappointment. It is painfully clear that because



At least the dunks look cool



Here goes the shot... He effortlessly shoulders the sad boy out of the way... and shoots... and scores!



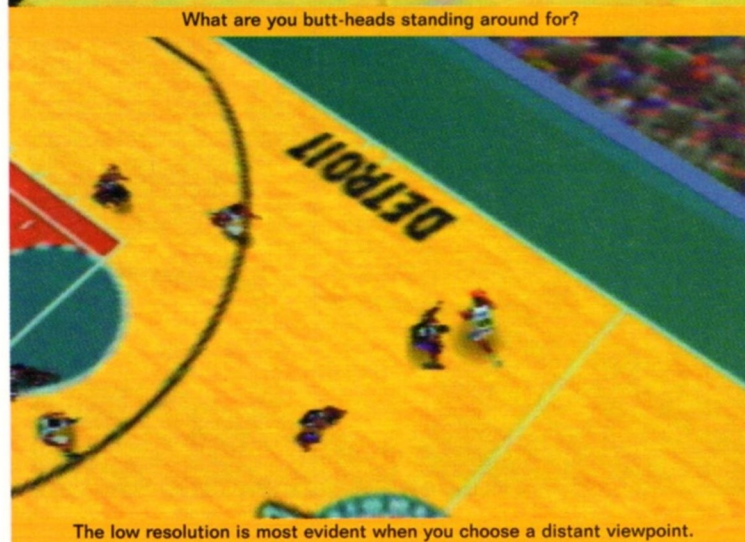
This really proves that black men can jump and white men just suck at the sport



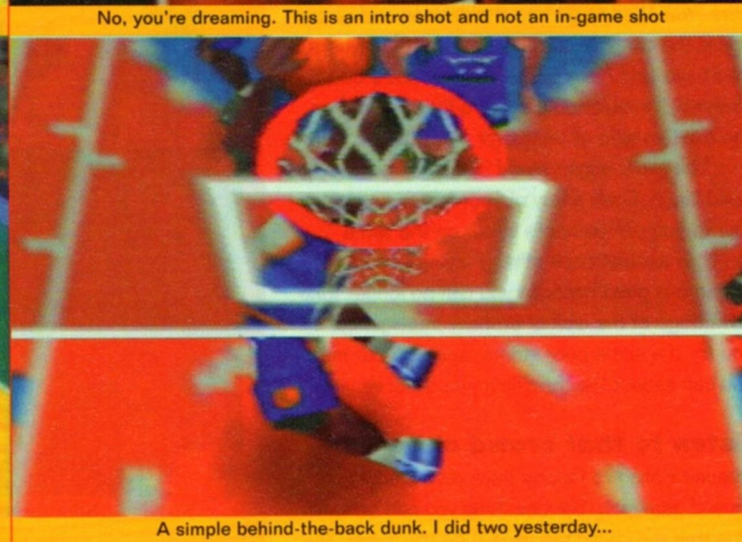
What are you butt-heads standing around for?



No, you're dreaming. This is an intro shot and not an in-game shot



The low resolution is most evident when you choose a distant viewpoint.



A simple behind-the-back dunk. I did two yesterday...

of the distant views used in sports games they need to take advantage of the Nintendo's high resolution modes if they're going to look any good. The news that the upcoming 'NBA Courtside' will use high resolution graphics means that it will avoid NBA In The Zone's problems and finally give the Nintendo a great looking Basketball game.

Pass me the ball

It's not so much that there is anything wrong with the gameplay, it's much more a case of there not being anything right with it. For the most part NBA In The Zone is a good attempt at a basketball simulation. The reason that this game is a fairly dull experience is that it concentrates too much on the simulation side, without paying enough attention to the fun factor. In real life how good a basketball player is depends a real lot on how well they can shoot the ball. In a basketball game this whole area of skill has to be reduced to one button press. For this reason I don't think basketball is a sport that translates well into a simulation. To make an enjoyable basketball game it is much better to concentrate on making it fun. Midway had the right idea with their NBA Jam series. These games threw realism out the window in favour of cool looking moves like flaming turbo dunks and other impressive looking stunts. The NBA Jam series was far from realistic but no one could deny that they were a lot of fun to play.

While NBA In The Zone has solid simulation gameplay there are still a few faults with it. The artificial intelligence is about as smart as a drunk Homer Simpson. The computer players never adapt to your tactics and fall for the same tricks no matter how many times in a row you do them. The players also move a bit sluggishly so that it can be difficult to chase the computer players around the court. Another small annoyance is the control method. The default setting feels like it was set up for some freaky alien with 17 fingers. You need to go into the options and re-configure the controls if you want to get anywhere. As I have said NBA In The Zone is not a bad basketball simulation it's just a little to light on the exciting side of things for my liking.

The Multi-player mode is thankfully still a good laugh. Grab a few of your mates and up to four of you can compete either on the same team, or against each other. Playing a multi-player game is good because you can no longer take advantage of the lack of artificial intelligence. If you try the same poor stunts against your mates you can expect the thrashing you deserve.

Listen to that crowd cheer

Despite Konami's Patchy track record with graphics and gameplay, the one thing you can be sure of is that the sound will always be top notch. The

NBA IN THE ZONE VS NBA COURTSIDE

Like most good things in life, games are not given away for free so unless you have really rich parents it is essential not to make any unwise selections. This is why I decided to let you know all about the next big thing in N64 basketball games. Even though the version N64 Gamer saw was only 60% complete it was still stunning. Thanks to a higher resolution mode and the clever use of photos of the real players for facial textures, NBA Courtside looks much sharper and more impressive than NBA In The Zone. The game looks set to provide die hard fans with all the player stats, trades and standings they could hope for. However, Michael Jordan is suspiciously absent from the game (methinks that not even Nintendo could afford him). The action is also paced much faster than Konami's sluggish effort. Another great feature is all the cool moves you can pull off. You'll have tons of fun with the behind the back passes, mad looking dunks and fakies. The sound effects were not quite as faultless as In The Zone's but the thumping music was about twice as cool. What this means is that, unless you're a basketball nut with money to burn, you should wait for Courtside to come out in a couple of months and decide which one you like the most.



NBA In The Zone shots

NBA Courtside shots



Damn I'm good



This is the view you get when you pay \$2 for a ticket



The guy in the blue single just dropped something foul!



The crowd is silent as he prepares to take the shot. Bet you \$50 bucks he misses...



sound effects are absolutely perfect. Pump the volume up and you can literally feel the bounce of the ball, which incidentally has that specific Basketball court echo that we all know so well. They have even managed to get a perfect sound effect for the woosh of air as the ball is passed between players. Surprisingly the announcer sounds like he is actually excited about the game. The sound is so good that I defy anyone to close their eyes and be able to tell the difference between this and a basketball game on television. It all sounds so real that you almost expect a guy to walk into your room and offer you hotdogs.

NBA In The Zone could have been a great game. Konami have proved with ISS 64 that

they can produce sports games of phenomenal quality. However, less than brilliant graphics, and gameplay lacking in excitement mean that this is a very disappointing release that has failed to live up to its high expectations. Well it isn't a good time for basketball fans. Lots of people were looking forward to this game providing them with a top notch game that would trample NBA Hangtime. Unfortunately, this is not the case. To be honest despite its age and faults Hangtime is still the better game because of its fun gameplay. This game is only recommended as a weekend rental at most. Save your money for NBA Courtside which is shaping up to be a great looking basketball game.



Caption

SECOND OPINION

Woah... It's hard to believe that this game comes from the makers of the brilliant International superstar soccer 64. The graphics seem almost too blurry and really put a strain on your interest in basketball, especially if you don't like the game that much. If you manage to get past the game's visuals there's a decent game engine underneath, but it's overshadowed by the totally fun NBA Jam on the N64. For the first time in history, it seems that a 2D version of a sports game is actually better than a 3D version. If you love basketball then this game might do it for you. Otherwise it's best to wait for NBA Courtside, which is due out in May.

Robert Garcia

PUBLISHER: NINTENDO

DEVELOPER: KONAMI

GENRE: SPORTS SIM

RELEASE: APRIL

PRICE: TBA

RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6 | 10

HYPER»

Hyper, Australia's only all-formats video game magazine



In our next issue we review:

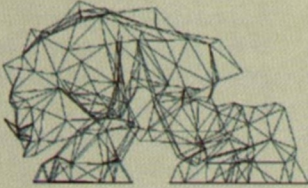
**Quake 64 | Yoshi's Story | Resident Evil 2 | One
Alundra | Point Blank | Gex 3D | Rebellion | Incoming**

and more!

This issue we also take a look at the Hyper crew's top games for '97-'98, don't miss it!

ON SALE APRIL 15TH

There's no doubt that Iguana have established themselves as one of the top programming companies for the N64. Within just a short space of time from the N64's launch, Iguana had released Turok: Dinosaur Hunter, to the worldwide acclaim of N64 owners. Like Mario 64, Turok seemed to harness all of the special abilities of the N64, and packaged them together with some ground breaking gameplay to create one of the best games available in 1997. But the programming team didn't stop there. Using their knowledge of the N64's chipset, they managed to produce the first N64 game using the machine's high resolution



ing with the Creative, Art and Technical Directors, along with their departments, to ensure that every aspect of the game is as good as it can possibly be, with the result being great games like Turok.

N64 Gamer: Players in Australia are very impressed with the visuals Iguana have been able to create on the N64. How did you guys manage to get the N64 running in its High Res mode with so much graphics on screen?

as lighting. We will not be using this engine again, but rather exploiting and evolving our new engines, such as the Allstar Baseball engine, Quagmire, as well as some elements from the new Turok 2 engine.

N64 Gamer: We've noticed that NHL Breakaway is in a slightly lower resolution than Quarterback Club's. Was this because of the slightly faster pace of the action and the more detailed polygon models in NHL Breakaway?

IGUANA

N64 Gamer Goes behind the scenes with the makers of Shadow Man, WWF Warzone and Turok...



The guys responsible for Turok. If you see them in the street, pay your respects!

Shadowman looks like it will smash Tomb Raider and Resident Evil for six.

mode of 640 by 480 pixels. This game, Quarterback Club '98, had good, solid gameplay, but it was the game's visuals that were seen as a new benchmark for other programming companies, and something for owners of other 32 bit consoles to drool over.

N64 Gamer managed to catch up with the people behind Iguana, and asked them questions about their upcoming games, programming secrets and visions about the future of the N64.

The two game gurus we managed to interview are Darrin Stubbington and Jason Falcus. Darrin is the Vice President of Acclaim Studios (including Iguana and Probe Entertainment) and Jason is the Director of Product Development at Iguana. Jason's job is to ensure that the company produces great quality games, within a reasonable timescale. This is achieved by work-

[Darin S] Thanks for the compliment! We have spent a lot of time and effort really understanding the N64 hardware. Remember, we started work as a member of Nintendo's 'Dream Team' on the SGI Onyx emulator, back in 1995! Our programmers are, of course, world class, and many of them understand how to write really tight, optimised, assembly language code. This, combined with the clever use of highly optimised models and environments, has allowed us to exploit the Hi-Res modes of the N64.

N64 Gamer: After the success of Quarterback Club and the great response to the game's visuals, is Iguana planning to use Quarterback's graphics engine in any other sporting games for the N64?

[Darrin S] The QBC graphics engine was derived from Turok 1, with some additions such

[Darrin S] Yes. Some game types demand different things of the game machines. With the very large amount of AI code and other game code required to make Hockey play like it does, we had to compromise and go for a Medium-Res mode that, while still technically Hi-Res (compared to the normal 320x240), was more RAM-efficient.

N64 Gamer: All Star Baseball '98 looks like another gift from the gods to N64 gamers. Will the game play as well as it looks, and do you expect some major competition with Ken Griffey's Baseball from Nintendo?

[Darrin S] This game has been in development for almost 2 years now! The first thing done was the AI and player logic, using 'stick-men' on a PC! Every emphasis has been made on making the best-playing baseball game to date. A nice bonus is the beautiful Hi-Res stadiums, and

amazingly detailed player models! Ken Griffey has always been a formidable game, and we see no reason to doubt that the N64 version will continue that tradition - we just have to make sure we work extra hard to polish ours!

N64 Gamer: WWF Warzone is due out in Australia sometime this year and already looks to be a very promising wrestling game. In what ways does WWF Warzone beat games like THQ's WCW vs NOW, and what wrestlers and gameplay features will be available in the game?

[Darrin S] The biggest differences between WarZone and WCWvsNWO are in 5 areas: graphical look, sound, custom wrestler, training room and game play. Globally, we chose to create an ultra realistic experience for the player and fan.

Graphically:

- All of our wrestlers are modeled and textured from actual photographs of the real wrestlers. We had the wrestlers come into the studio for individual photo sessions.

Gameplay:

- We use motion capture to make the moves look more realistic.
- We have unique moves for each of the wrestlers including their finishers and submissions. Also, we have a realistic set of motions for each wrestler. For example, Undertaker will only do moves Undertaker is famous for doing.
- We have wrestler attributes which effect game play. Some wrestlers are stronger than other wrestlers so their hits will do more damage. Some wrestlers are faster so they will climb the turnbuckle quicker and run quicker

Custom Wrestler room:

- We can create unique wrestlers and save them to the memory card to share with our friends. The custom wrestler room will contain nearly 40 complete costumes created from individual pieces that can be mixed and matched to create any different kind of costume configuration.

Training room:

has been rebuilt from the ground-up - from stunning new weapons, to incredible new enemies, to unreal-looking environments with realtime lighting effects that are out of this world! The replayability of Turok 1 was questionable; this has been addressed in Turok 2. While exact details of the game are still secret, I can state that you will be totally blown away this time around. As you can see from the totally untouched-up screen grabs, N64 Gamers are in for a quite a treat.

N64 Gamer: Its also been recently announced that Iguana will be programming the N64 version of Forsaken. That game is said to be the next great multiplayer experience for consoles and computers! Can you tell us a little about the game and its features? We've seen some early shots and they look remarkably like the 3D accelerated PC version. Do you expect this quality to hold for the final product, and just how great do you see the game becoming on the N64?

[Jason Falcus] Forsaken is a graphically stunning,



Looks violent, doesn't it. This is the game we've been waiting for.



This early shot of Turok 2 shows that the graphics have improved greatly

- We have also used motion capturing to get the realistic feel of wrestling. We had actual professional wrestlers performing all of the moves that our wrestlers do. Each wrestler will have over 60 moves to choose from.

Sound:

- We are using the actual announcers from the World Wrestling Federation to do our play by play.
- We have the actual voices of all of the wrestlers.
- We have extensive audience participation built into the game play. The crowd will chant to inspire the wrestlers to do better. The crowd will do cat calls for their favorite wrestlers or their most hated wrestlers.
- We have all of the wrestler theme songs.

- We provide a training room where a player can learn how to do all of the moves his/her favorite wrestler does. This room displays the required button combinations to do the move, as well as, the combination you pressed so you can see where you made the mistake.

N64 Gamer: I guess the question that's on most people's lips when they talk about Iguana, is how's the progress of Turok 2 going? After the phenomenal success of Turok, gamers are wondering how you guys at Iguana will better the original, and what new game-

play features and graphics effects will be included in Turok 2?

[Darrin S] Turok 2 will be a real surprise to everybody. The game

3D shooter, set in the near future. We have taken the original graphics, and style from the Probe developed original (on PC and PSX), and built complete new levels and features into the N64 version, making it more of a console product, and squeezing a hell of a lot of gameplay into the relatively small space of a cartridge. It also boasts a 4 player split screen multiplayer battle, and a couple of gameplay options unique to the N64 version (some hidden !). The quality of the early shots will not hold for the final product -they will be improved !! The product has come on leaps

and bounds since then, and is now nearing completion. Forsaken could be one of the best games Acclaim has produced for the N64.

N64 Gamer: Wreaking Balls is another title you guys have in



development for the N64. What can you tell us about the game?

[Darrin S] Reckin' Balls, as it is now known, is quite a unique game. It provides frantic race action for up to 4 players, set in a world that is very surreal indeed! We wanted to create a very different game to the ones we are known for, and this is the result! It's a completely original title, containing puzzle elements, racing elements, combat elements, and even some platform elements. With over 100 levels, and 8 player characters (plus many other secret ones!), players will be pleasantly surprised by this one!

N64 Gamer: It's a fact that Iguana have been one of the best programming companies making games for the N64 thus far. Is the machine a relatively difficult console to programme on? What do you feel are the machines greatest assets and limitations? Can we expect Iguana to remain at the forefront of quality programming on the N64 in years to come.

schemes and clever design, the cartridge can become more of a friend than an enemy. We are also developing our second N64 title, Shadowman - a 3rd person perspective platform adventure, with a more adult theme. This is in its early stages, and should be released towards the end of the year. But its going to be HUGE, so watch out for it! I can see the N64 having a long future, and as long as it's around, Iguana will be developing for it. We have had a good head start, by developing Turok so early, and we are planning titles right now that stretch two or more years out from today, so yes, you will see Iguana and Acclaim on the N64 for years to come.

N64 Gamer: Will Iguana expand its games into other genres like racing, RPG's and fighting games in the future. N64 Gamer believes that a 3D fighter using the graphics engine seen in Quarterback Club would be phenomenal. Is there any chance of this happening?

have the power and abilities to hold off future consoles from Sony and Sega?

[Darrin S] Nintendo has always proven longevity in the past, and from what we see happening in the States right now, there is no reason to question their ability to compete in the future. The new, more powerful consoles will be next-next-generation. On the other hand, their abilities will probably not be so drastically different as say, the SNES and N64's capabilities were. The console's ability to be competitive will be more a question of high quality, extremely fun, games; the software is the key to any consoles success or failure. Right now, we are very confident in Nintendo's ability to produce quality software for several more years on the N64. There is also the question of the 64DD, with it's modem, which could also dramatically extend the life of the N64.

N64 Gamer: What sort of things do you guys get up to when you're not programming games?



The amount of detail is already impressive and Iguana says it will improve



WWF Warzone's characters are the best seen on any home console. Bloody amazing!

[Jason Falcus] Here at Iguana UK, Forsaken is the first product we have worked on for the N64, and we love it! There have been some difficulties in getting the most out of the machine, but that applies to any platform if you want to push it to the limits. Its greatest assets are definitely the graphical power - it's amazing that a console like this can out-perform PCs which cost over ten times as much. Its limitations are in its storage capacity ie. cartridge, though this hasn't proved to be too much of a burden, using clever compression techniques, and careful design. However, as we have proven with Turok 1, which contained over 100 megabytes of uncompressed data on an 8 megabyte cartridge, with good compression

[Darrin S] It's funny that you say that - we have been thinking the same! We are always looking for new genres to attack - it's really a question of resources. However, as we develop more efficient ways of maximising our engines and technology, we can afford to branch out and do something new. Reckin' Balls is an example of this. As far as specifically committing to a 3D fighter at this time, no we are not currently working on anything.

However, as time goes by who knows!?

N64 Gamer: Do you feel the N64 has a bright future in the videogames market. Does the console

[Darrin Stubbington] Well, here in Austin, TX, there are lots of Watersports (jetskiing, boating, fishing, water skiing, etc), plus a pretty amazing nightlife. Many of us also are avid gamers, so after a hard day's work we go home, and play games!

[Jason Falcus] Well, I think top of the list would definitely be drinking beer! followed closely by playing video games, and watching

movies. But of course, everybody is too busy finishing Forsaken at the moment to even think about that!

N64 Gamer: Well guys, thanks for your time, and we're sure we'll see many more great games from Iguana in the future (Turok 2).



FightersDestinyPlayguide

Fighters Destiny is without doubt the first 'real' fighting game for the N64. It offers a total of ten selectable characters, with three more boss characters playable after some torturous extra sections in the game are completed. It has a good mix of fighters, from the standard 'Karate' fighters like Ryuji, to the throw based characters like Tomahawk and Abdul. More than most 3D fighters today, Fighters Destiny must be played for quite some time if you hope to become successful and skillful at the game. The game's throws, counters, reversals and other gameplay options make it a fighter that does stand above the usual 3D brawl fests available today, and this guide will help you become a master at the best fighting game on the N64 today.

Key:

f = Forwards	BACK = Backwards
U = upwards	DBACK = Downbackwards
DF = Downforwards	UF = Upforwards
A = A button	B = B Button

Throws:

Fighters destiny has a points system which decides the overall winner of a match between two fighters. Seven points are needed to win a bout, with throws delivering two points very quickly. A throw, if successful, will immediately reduce your opponents health to zero and award two points to your opponent. Now, within about 1-2 seconds of your opponent initiating a throw you have the ability to counter that throw and then land successfully without any damage. This time scale of two seconds is shown by a bar that is drawn near the bottom of the screen.

[1] When this bar is reduced to nothing, the chance to get out of the throw has gone. Because of this, you must learn to react quickly to your opponent trying to execute throws on you. Both the A and B buttons must be pressed to get out of a throw and it is possible to get out of any throw that your opponent will try on you, except for throws that are executed on you when you are dizzy.

Also, standard throws like Ryuji's side hold throw (A+B close to opponent) can be reversed by your opponent and then they can quickly execute a throw on YOU while landing. The time allowed to reverse their throw on you is MUCH smaller than normal, and rarely are you able to get out of these throws. Best advice is to not try these standard throws on advanced computer opponents. Instead, search for throws that cannot be reversed and then let you get thrown like Ryuji's Neck Breaker throw (f,f A+B), as they are usually just as easy to execute and will not allow you to get caught out.

Many characters also have moves that are called Body Attack Throws. These are usually performed by a diagonal move plus the A and B buttons and will result in your player performing a blocking style movement. If you time this move with the connection of your opponent's attack (kick, punch) you will grab their arm or leg and throw them, resulting in two points. These moves are only suggested for advanced players as they take a lot of practice and timing to perform correctly and if you miss your opponent's attack you will be vulnerable to another attack for at least a second, so use them with caution. **[2-3]**

Holds:

Characters like Tomahawk, have throw abilities that constantly reduce their opponents energy, like his Neck Hanging Tree hold. If you've executed the hold, a bar will appear on the bottom of the screen, much like the one used for throw reversals. Here you must tap the buttons as quickly as possible to try to keep holding your opponent to drain their energy. You must do the same thing if you're in the hold, with the victor being the person who taps the quickest. Practice your button smashing here, as it's possible to drain your opponent's whole life with these holds once you become a real fast button smasher.

Counters:

Counters are moves that, when connecting with your opponent, result in their immediate knock out and three points being awarded to you. They can be single hit attacks, like Ryuji's Mach Hook (f,f B) or multiple hit attacks like Meiling's Ren-Kan-Thigh (b, ABB). For counters to be successful they must hit your opponent as they are just about to start an attack, otherwise they will just take the usual amount of damage that any normal move extracts. The single hit counters are mostly useful against button smashing opponents that just continuously attack you, as the chances of landing a successful counter are pretty good. Advanced players should try to memorize their opponent's attack patterns, and try and execute a counter on players who like to use particular combos repeatedly. The multiple hit counters are also quite good, as they act like any normal chain combo attack, and immediately act as a counter if your opponent tries something during the multi hit counter. **[4]**

Knock Down moves:

These moves result in the immediate knock out of your opponent, with three points being immediately awarded. They are all quite slow to execute and to the experienced player, are quite easy to avoid as they can easily be blocked. Some though, are on the end of chain combos, and are much more

practical than the single hit moves. Again, like counters, try to use them on predictable opponents that use long chain attacks, otherwise it's better to steer clear of these moves. **[5]**

Drug Downfall:

This move enables you to pull your opponent off the side of the ring while you're hanging on the edge of it. Often your opponent will knock you off the edge while performing a long chain attack. While they are finishing the move, quickly pull them off the edge, as they will be unable to stop you doing it. Also, if you're the attacking player, be constantly aware that the computer will use this move often on the higher levels, so try to stay away from the edge. **[6-7]**

Dodging:

By hitting the left shoulder button on the N64 pad while fighting, your character will dodge, jump or duck an attacking move from your opponent. Now, given time it will be possible for you to dodge most of your opponents, and when most attacks are dodged, your opponent is open to attack briefly, allowing you to get in a few quick hits. You can practice dodging in the game's practice mode, and it's highly recommended that you do so, because dodging is one of your most important moves in battle. **[8-9]**

Piyori Condition:

This is when you become dizzy after taking enough hits to reduce your health bar to zero. As soon as you become dizzy, try to get away from your opponent and tap the buttons very quickly. This will enable you to gain back your energy and get out of the dizzy mode. If successful, you will gain back nearly all of your energy and can possibly go on to defeat your opponent. **[10]** You can enter the Piyori Condition (become dizzy) an unlimited amount of times in one match, it's just up to you to try and regain your energy as quickly as possible while staying away from your opponent. Note that you're also still able to duck and jump over opponents attacks while dizzy, it's just that your reactions are a little slower than normal. Given time though, skilled players can avoid all your opponent's attacks, gain new energy and go on to win the match.

If it's your opponent who's in the Piyori Condition, you must immediately try to knock him or her down. This cannot be done by single, small punching attacks, but must be done by heavier blows that would usually knock your opponent down. If you're unable to knock them down, then go for a throw, as it's better to get two points than to let your opponent regain their strength. Specials can also be used at this time, **[11]** so



use the game's practice mode to sharpen up joystick skills. Specials result in four point wins, so they're ultimately the moves you should aim to use against your opponent.

Other Tips for play:

1. Throws are often useless against hard computer opponents. They will always get out of the throw, so it's often better to stick to normal combo attacks.
2. Against human players, try to follow up all heavy attacks with a quick throw. After a heavy kick, or so, your opponent will be staggering and most probably blocking further attacks. Quickly run in and do a throw and chances are that they will not get out of it.
3. Some characters have quick attacks that are very hard to block, and are very successful at beating all opponents. Leon's Body Hook (f+B) is one of these attacks that you can repeat after about 1 second pause. By using this attack, it's possible to finish the game quickly, beat Ushi the cow and even knock over 100 players in the game's Survival mode to enable you to select the Joker in game.
4. If you're having trouble executing the movements on the N64 pad, then try and do them a little quicker. Don't wait to see your character move on the screen, but just perform the move and it will come out. This will make the chain combos seem a lot easier to pull off.
5. Notice that all of the characters have different amounts of health shown in their life bar. Stronger but slower characters like Bob and Tomahawk have larger life bars, whereas faster and lighter characters like Meling, Valerie and Pierre have quite short life bars and as a result, keel over and die much quicker.
6. All characters have pauses after each particular move or chain combo. Learn to look at your character and watch their animations to see exactly when the move animation finishes, so you can start another move straight away. Fluidity of attacks is the best way to win, leave no pauses between each attack because this will often confuse your opponent, causing them to block and leaving them open to a throw. Try to mix high and low attacks. For example: Meling's Butterfly Side Attack (high) followed immediately by her Water Moon Attack (Low the High attack) is sure to catch opponents off guard.
7. Try to follow all chain combos with counter moves. For example: Leon's Combo Del Sol two hit attack can be immediately followed with his Jolt Back Knuckle counter. This way, the opponent may block or get hit by the Combo Del Sol and may try something straight after, only to be hit by the counter and lose the match. Again, experiment as to what counters flow smoothly after specific chain combos to find the most effective methods of attack.

Characters

Ryuji



Ryuji will probably be the favorite character in the game as he uses pretty standard punches and kicks that are effective and look quite cool. He has a good amount of combo attacks and also has good range in these attacks that can be used to keep opponents at a distance. Learn to mix up his high/low attacks for best results.

When fighting, use his kicks to keep your opponent at bay, as this will give you the opportunity to pull off his Mach Punch. Remember not to use his standard throw (A+B) [12] against advanced computer opponents, and using his standard counter (FF+B) against button smasher is sure to give easy wins.

Recommended Moves:

MACH PUNCH [13]

D/DF/F BBBB

This is possibly is best move. It does a good amount of damage, but is quite easy to see coming. Use it to finish off opponents who are low on energy.

MACH TOMOE [14]

D/DF/F BBB F+A-B

This move starts out looking just like the Mach Punch and that's the beauty of it. If your against a skilled opponent, he will no doubt be blocking. This move differs from the Mach Punch, in that, just when you are about to start the uppercut, you run forward and throw your opponent. For best results mix the Mach punch with the Mach Tomoe to really confuse your opponent.

CASCADE

UF/ BAB

This move attacks both high and low and is quite good in taking damage from your opponent. Against skilled opponents you should leave out the final B and dash in for a quick throw to catch them by surprise.

COMBO MIDDLE KICK

F BB DF-B

This move is great for keeping pesky computer opponents at bay. Especially good for forcing opponents off the edge of the ring.

RIVER SURFACE KICK

FF A D-A

A great move to finish off opponents when

dizzy. Also use it to mix up with Ryuji's many high kick attacks.

FLIP LOW HIGH

F AB

This low/high attack also keeps your opponent at bay and allows you to smack them with even more of Ryuji's kick attacks.

Skills to gain in Master Challenge

1. **Con 3 Kick** - F ABB

2. **Mach Kick** - B/DBACK/D ABB [15]

3. **Surface Mach Punch** - FF AABBB

4. **Black Mach Punch** - D/DF/F BBBB F-B

5. **Mach Upper** - BACK BACK B

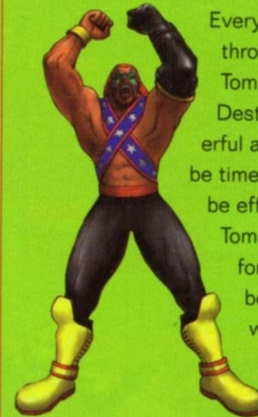
6. **Triple High Kick** - F BBB

7. **Combo High Low** - F BBA [16]

Another great move that, when mixed with the Combo Middle Kick, will result in many wins for Ryuji.

8. **Rock Crusher** - D/DBACK/BACK B

Tomahawk:



Every fighting game has a throw-based character and Tomahawk is it in Fighters Destiny. He is slow, but powerful and his attacks have to be timed and pre-calculated to be effective. Because of this, Tomahawk is not a fighter for beginners, as they will become easily frustrated with him. As mentioned though, his hits are very powerful, with some two hit attacks

like the Double Hook, extracting up to 75% energy off your opponent. With Tomahawk it's best to sit back and wait for openings in your opponents attacks and then strike quickly with his heavy blows. Also, make sure you can tap the buttons like hell for use with his Neck Hanging Tree hold, as the longer you have them in your grip, the more damage you'll do.

Recommended moves:

DOUBLE HOOK

F BB

Big damage move, that takes some time to come out and even longer to recover from. Use sparingly for success.

NECK HANGING TREE

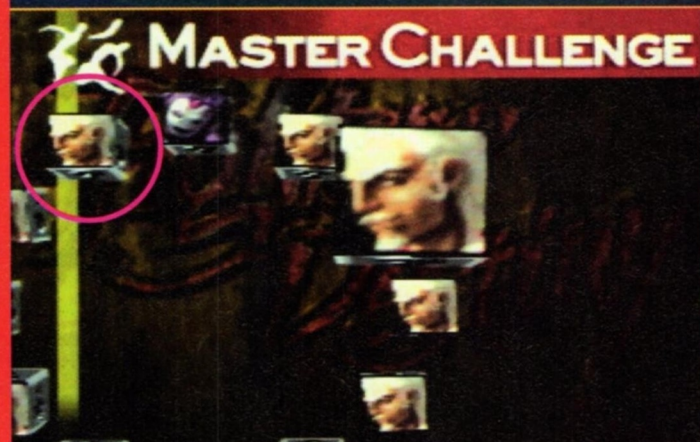
BACK/F A-B

Most useful against human opponents as it will usually catch them by surprise and get a good amount of damage out of them before they can stop it. Still, it's good against advanced computer players as well. Practice this move.



The Master Challenge.

This section enables you to gain extra moves for your opponent, and in the case of characters like Bob, their extra moves are some of the best weapons that they have so it's worth spending the time in this section to get them. But be careful, there's nothing quite as annoying as gaining all of your moves in this mode, only to lose them on your last fight with the Joker.



Look to press the button when the master character in the circle is highlighted.

Tips:

The wheel in the Master Challenge will constantly spin after it starts until you press the button to select the character you will fight. Now, it spins clockwise, so pick a box that you hope to land. Now, depending on the speed of the spinning you should look at a box about three to four boxes before the one you want to land on. Now, get into a rhythm while watching the wheel spin over the box you're looking at and then press the button as the box your looking at is highlighted. Hopefully, the wheel would have moved a few more places immediately after you've pressed the button (it moves that quick!) and your desired box will be selected (If it's later in the challenge, the wheel will spin faster, so make it 6 or so boxes in front). Keep practicing this method and it will help you to avoid the joker boxes for at least five or so fights when you get good at it.

If you have a few extra moves under your belt, then quit the challenge and save them. You can have plenty of different characters saved on a single Mem Pak., so its often better to quit while you're ahead.

Practice. The Joker is very hard to beat, so practice against him is the best thing you can do. Also, search for moves that characters have that are really cheap, like Leon's Combo Del So. With these moves it's quite easy to beat the Joker, as well as the Cow in Rodeo.

BRAIN BUSTER [17]

DF A-B

I recommend the DF throw because it's good to use when ducking opponents kicks and punches and then launch straight into the throw. Press DF to duck the attack and then hit A+B to start the throw. Chances are that your opponent will not expect the throw, and therefore will not stop it in time.

DRAGON SLEEPER [18]

D/BACK/F A-B

This is a good throw with a somewhat difficult execution command. It's recommended because the hold bar (which determines how long you hold and damage your opponent) is quite a bit longer than the one for the Neck Hanging Tree hold. This give you more time to squeeze the crap out of your opponent, so it's worth mastering the pad movements for this hold.

JAB UPPER HIGH KICK

BBB

Simple attack that is quick to initiate and does a good deal of damage.

GIANT SWING SPECIAL [19]

D/DF/F A-B in Pyori (dizzy) condition

This special is easy to pull off and results in a four point victory. The enemy will always try and back off in the dizzy condition, so just double tap to get close and quickly pull out the movement. Easy.

Skills to gain in Master Challenge

1. Ali Salute - DF AB
2. The Fight Kick - D/DBACK/BACK B
3. Reverse Drop Kick - U B
4. Stomping Four - F AAAA
5. Power Toe - BB DB
6. Drop Kick 2 - F/F B [20]
7. Low Drop Kick - F/F A
8. KK BLOW - F BB F B [21]

Abdul:



As well as the standard throw based character, every fighting game has a looser character and Abdul has this job down pat. He is slow, has poor moves and poor range in those moves. On top of that he's moves look quite silly and will hardly attract newcomers looking for flashy martial art moves. He's probably the character you'll pick up and

play after you've mastered everyone else.

Recommended Moves

HEAD TOP [22]

UB or UF B

This attack is basically a jumping spin kick. It, amazingly, does have good range and knocks your opponent back even when they block. It also comes out quickly, so it's hard to duck.

UPPER ATTACK

UF/F B

This move starts out looking like a forward jump and then you duck and come up in a spinning head butt type motion. It's quite sneaky, so will often catch opponents off guard.

SAINT DALLAH [23]

B/F B

This move is very quick to initiate and also can be repeated very quickly. It's only a single hit attack, but it can be repeated, forcing your opponent to block, which will enable you to dash in and get out a quick throw. This is another of those attacks that the computer will rarely block, allowing you to go right through the game.

FLYING FISH FROM HELL SPECIAL [24]

BACK/D/F B

I don't know where they get these move names from, but this one is an easy four points. Its easy to pull off as soon as your opponent is dizzy.

Skills to gain in Master Challenge

1. Dallah Bow - BACK/F BAA
2. Pata Pata Attack - BACK/FF BBA
3. Rapid Hell Thrust - BACK BBB
4. Bata Bata Attack - BBAB F A
5. Hell Jab 2 - BBB [25]

This move is a counter as well as a three hit attack. Quite good to use against button smashers or pattern attackers who use the same moves often.

6. DALLA CHEER - BACK/F BABB [26]

This move is a knockdown move that is quite good for this character. It's hard to dodge and if you block it you can't recover quickly enough to strike back at Abdul.

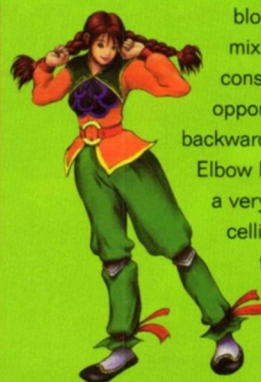
7. RABBIT HELL - D/F B

Like I said, I don't know where the hell they get the names for these moves from...

8. FIREBALL SKY - D/U B

Meling:

Meling is a fast character who mainly uses kick attacks. Most of her moves are very flashy, and like Ryuji, she will be a favorite for beginners. In advanced hands though, she can be very deadly, as her attacks have a good variety of high, middle and low blows that can be very difficult to



block or avoid. Learn to mix up all of her attacks, constantly making your opponent block and stumble backwards. Dash in often for the Elbow Punch attack, as it has a very small amount of cancelling time (it's a throw, technically). One of her specials is a combo attack that looks great, so be sure to practice all her moves.

Recommended Moves:

WATER MOON [27]

F AB

Excellent low high attack. Good for a knockdown in Pyori condition

REN KAN THIGH [28]

BACK ABB

Nice three hit kick combo that's also a counter.

RENSHU-SHASO

BB F BA

Nice high low combo attack that's sure to catch out your opponent. Follow up with Water Moon for a continuous attack.

RENSHU-CHUSO

BBB BACK B

Typical three-punch kick combo that's very useful

ELBOW PUNCH [29]

A-B (Throw)

Great throw with little recover time for cancelling. Use it often to catch opponents after a flurry of kick attacks.

SP-REN-KYAKU

ABA

Another three hit attack that strikes high and low, and is sure to confuse opponents.

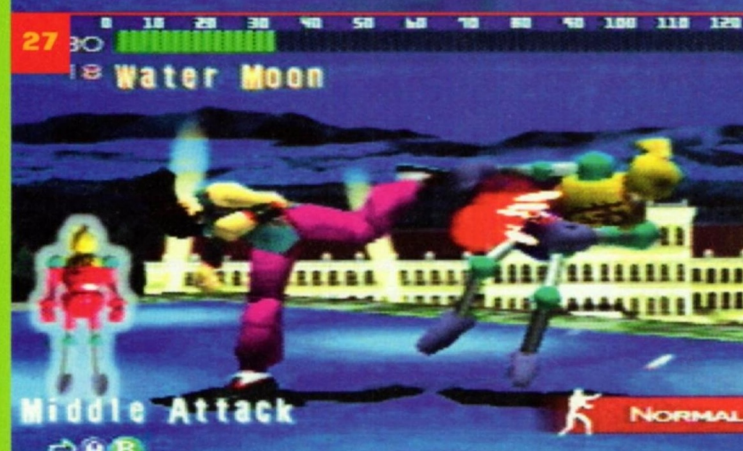
SHISEN MANGA [30]

BBABBAB

This chain combo can only be performed when your opponent is dizzy, but its a great way to finish them off for four points. Practice this cool move to ensure you get it out every time.

Skills to gain in Master Challenge

1. Guin-Kaku - F/F A
2. Kin-Kaku - D A-B
3. Butterfky Attack - F BB
4. Triangle Heel - D/BACK B [31]
5. Sliding Z - BACK/DBACK/D A
6. Shisen-Yakuman (special) - BBABB D B
7. Dragon Jump - AAAB [32]
8. En-Koo Thigh - DF B



Ninja:



Ninja is a very unorthodox character who has a very wired range of moves. He doesn't seem to focus on direct punch and kick attacks like Ryuji or Meling, but rather shorter combo attacks that are quite confusing in their execution. He has two really large moves that look quite cool but are very, very hard to pull off on the N64 pad. Unfortunately, many of his moves are rather useless in practice, and you will probably end up sticking with a few

favorites every time you use Ninja.

Recommended Moves:

FLUTE [33]

F/F B

This is a nice counter that has excellent range and does a good deal of damage if the counter doesn't work. It comes out very quickly, so watch out for opponents who like to use long chain attack combos and nail them with this move.

HELMET CRACK [34]

BACK/BACK B

This move will set up a great air juggle for Ninja. Do the movement (best at a little distance from your opponent - it will still hit them if they don't block). You will then be facing in the opposite direction to your opponent. If they block hit B quickly to turn around. If they throw you get ready to reverse the throw. If you connected with the Helmet Crack you can quickly push forward (towards your opponent and hit B to get an air juggle). From here it's up to you to decide what combos you can use. An example would be: Helmet Crack- F B then Knee Wave then RASHO HA (F AA).

KNEE WAVE

BACK BB

This is another of those moves that will see you get quite a distance through the game against the CPU. Use it when your in trouble against the CPU as it has very small recovery time and you can keep doing it until the cows come home.

AVALANCHE FEET [35]

DF B A

A nice one-two hit combo that hits high and low. Usually your guaranteed to get one of the hits in.

SILENT STEP

D/DF

This move allows you to duck under an opponents attack and continue into other attacks or a throw.

SILENT FAN

B after Silent Step

This move starts out as a ducking move (Silent Step), so can be used to avoid your opponents. From the duck you just press DF and hit B to start the move. This makes it a perfect move to counter high attacks from your opponent. Be sure to follow up the move with other high low attacks like Avalanche Feet.

LATE BLOSSOM OR EARLY BLOSSOM AB OR AA after Silent Step

Mix these two moves up after the Silent Step to really confuse the hell out of your opponent. Furthermore, after either of these attacks have landed, go into a throw to really annoy them!

HELL GATE KNEE

BACK/F A-B

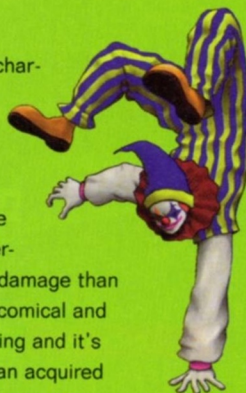
Another hold attack, that with a hefty amount of button pressing, will take heaps of energy off your opponent. Try this one after the Late or Early Blossoms!

Skills to gain in Master Challenge

1. **Mau-So-Kyaku** - DBACK/D/U B
2. **Amagake** - D/DBACK/BACK b [36]
3. **Armor Crack** - BACK/BACK/ B UU B
4. **Dust** - F/BACK
5. **Cho-Chu-Geki** - F/F B
6. **Phantom Weed** - F/DF/D B BACK/F B DBACK B F A D/DBACK/BACK B BACK/DBACK/D
7. **Moonlike Feet** - F BB F B
8. **Evil Spread** - D B

Pierre

Pierre is a very weird character to say the least. He is the weakest character in the game, as he has the smallest life bar, but he has the ability to power-up and do much more damage than usual. His attacks are comical and often quite stupid looking and it's easy to say that he is an acquired taste for gamers. Try to master him after you've learnt all of the other characters in the game, as he will take a lot of patience and skill to use properly.



Recommended Moves:

FRONT UPPER HOP KICK

UF B

Another hop kick that has great range and happens to be one of Pierre's greatest attacks. Use often.

DOUBLE ROLE KICK

F BA

High low attack that leaves you facing backwards to your opponent. Here you can start some of Pierre's back facing attacks

SPIN LOW HIGH [37]

FAB

This low high attack juggles you opponent and leaves them open to further combos like the Back Heel Tap 2 and the Double Back Knuckle.

SPINNING CRAZY C

D/F A-B

This throw starts by Pierre jumping over and landing next to his opponent and then flipping them up in the air. This makes it ideal for avoiding low kick attacks made by predictable opponents. It's another button smashing hold, so press hard and fast to keep damaging your opponent.

TRANSFORM

D/D Dodge Button (left shoulder button)

This move causes Pierre to spin around on the spot for about 2 seconds. After this his nose grows bigger, signalling that he is powered-up. From now on, to the end of the match, Pierre does more damage than usual. The power-up can be done 5 times for a large amount of damage to be done with each hit. It's a good idea to perform this move as often as possible, but look out for throws; be ready to cancel them. Do it before the Spinning Crazy C to drain damage even quicker!

VERY MYSTERIOUS DANCE [38]

BACK/BACK/F B

This move is a special that can only be done when your opponent is dizzy. It's easy to get out on the pad and Pierre moves towards the opponent while performing the move, so it's hard for opponents backing off to avoid it.

Skills gained in Master Challenge

1. **Double Spin Low** - F AA [39]
2. **Combo Crouch Kick** - BBBA
3. **Unbelievable** - A-B
4. **Satelite Kick** - F/BACK B [40]
5. **Bamboo Copter** - F/D/DF B
6. **Air Low Kick** - D/F BBA
7. **Infinity Spin** - F/BACK
8. **Combo Elbow** - BBB F B

Leon

Like Meling, Leon is a kick-based character who has many great looking kick moves and will no doubt be a favourite character. He has the ability to link moves together quite smoothly, like Meling, and can really dumbfound beginner opponents when he is in skilled hands. Again, learn which attacks flow into each other, all the while making sure they are varied in high/mid/low attacking blows.





Recommended Attacks

COMBO DE SOL [41]

FB UB

This is a really good combo that's guaranteed to work on computer opponents. Furthermore, it pushes your opponent back far enough to allow Leon to smash them even more with his kick attacks. To be even cheaper, just use the first movement (FB) continually to beat any computer opponent in the game.

BLOOD NEEDLE

UFBB

This move is great when done from a distance in front of your opponent, as it gets you close to your opponent quickly and can be easily followed up with the Combo De Sol for great results.

DOUBLE LOW HIGH [42]

AAB

A great low high combo that you should use to keep your opponent at a distance.

HORIZONTAL BATE

BACK BBA

Another great high low attack that keeps the opponent at a distance. Mix it up with the Double High Low and finish with a Jolt Back Knuckle counter.

Moves gained in Master Challenge

1. Combo Sinker Arm - BACK/BACK BB
2. Back Knuckle Rise - DBACK BBB DBACK B
3. Jolt Knuckle Blow - FFB FB
4. Out Side Spike - DB
5. Jackal Spin Combo 2 - DFB BACKB
6. Double Spin Kick - BACK/BACKB DB [43]
7. Sun Knuckle - UFBB UB [44]
8. Rainbow Riser - BACK DOWNB

Valerie:



Another character who's moves are very unusual to say the least,

Valerie can be very effective as she has a good range of effective attacks. Many of her attacks consist of palm thrusts, and unlike Leon and Meling, Valerie makes little use of her feet during attacks. She has a great flip kick move that will see her rip through any computer opponent and the occasional juggle that is made more effective by her continuous palm thrust attacks.

Recommended moves.

TIGER PALM [45]

BACK/BACK B

An incredibly quick counter move. Use this

against players who constantly use of long chain combos, as it comes out very fast and guarantees a quick win.

SOMERSAULT KICK [46]

BACK/F B

Another one of those moves that the computer will always fall for. It has great range and has very little recovery time. If blocked, also pushes your opponent backwards so that they cannot attack you before you have the chance to execute another Somersault Kick. Perfect the timing so that you can pull this move off continuously with very little delay.

CHUTOTSU-TENG ATTACK

F/FB UB

This elbow thrust-flip kick move scores two hits and leaves you facing the opposite direction to your opponent. Now, quickly press toward your opponent with B to air juggle them and follow up quickly with combos like Sanda-So-Kyaku.

SANDA-SO-KYAKU

BBBA

This four hit palm-kick attack hits both high and low. To further confuse your opponent, mix it up with BBB FB for a knock down attack instead of the low kick.

HO-KA [47]

FAB

This low high juggle will launch your opponent into the air and can be followed up with the Right Palm Prey (FBBB) immediately after. Again, mix it up with the normal low attack Rapid Ground Palm (FAAA) to confuse opponents into blocking in the wrong position.

SENKA-RENPI

DBBBB

A nice four hit attack that pushes your opponent back far enough even when they block.

Moves gained at Master Challenge

1. Palm Hit Cancel - BB GUARD BUTTON [48]
 2. Long Dodge & Attack - DBACK A+B
 3. Chututsu-Teng-Chi Attack - FFB UBA [49]
 4. Sanda-So-Teng-Kyaku - BBBA BACK B
 5. Rashin-Kikow-Sen - BACK/ BACK B
- A very easy special to pull off, ensuring four points.
6. Double Palm Attack - FBBB FB
 7. Eagle Killer - D/F B
- Good range single hit jump kick that gets you close to your opponent very quickly
8. Dance - BACK BBBA

Bob:

Another throw based character, Bob doesn't real-

ly show much promise until you get into his secret moves gained at the Master Challenge. These extra moves open up Bob's arsenal and allow him to attack both in close range and at a distance. But, he is still basically a throw based character. Learn to pull off throws in the middle of your opponents chain combos, by mastering the dodge technique and then going in for a throw. Chances are that your opponent will not be able to stop the throw in time. Also worth a mention, is that Bob has the most amount of energy of any character in the game. His strength is his asset - so learn to use it wisely and you won't go wrong with him.



Recommended Moves

CHOPPER UPPER [50]

FFBB

A really strong moves that takes 60% of your opponent's energy. It has good range, so start it at a distance from your opponent and pray it hits them

P SPECIAL C [53]

A+B

This is a throw hold that must be used behind your opponent. Go next to them and press BACK A+B to move your opponent behind you and then execute the throw. Its another button smasher, so bash those buttons as fast as you can. Also, this move has the largest bar available in the game for holds, so it takes much longer to get out of. Chances are that you'll be able to sap all of your opponents strength with this one.

ELBOW TWIST

BACK/F BB

This move is a good attack move that hits twice and moves Bob in close to his opponent, setting him up for a throw.

BLASPHEMY CHOP [54]

DBB

Another move with good range that hits twice, does good damage, and gets you close to your opponent to setup a throw.

FRONT HOP UPPER KICK

UFB

Your basic jump spinning front kick that happens to be quite useful for Bob. Knocks your opponent backwards and sets them up for moves like the Blasphemy Chop and the Elbow Twist.

Moves gained at Master Challenge

1. JP Head Rise - DF ABB DF B [55]



Rodeo

The only real reason to play this record mode is to get hold of the Cow. So, it's better to use a character who has a cheap move, like Leon.

Tips:

The object is to stay in the ring for 1 minute. Then Ushi will be selectable, so don't knock Cow out of the ring.

If you're near the edge of the ring, try to throw Ushi. He will always reverse the throw, but you'll be on the other side of him and won't be in danger of falling off the ring anymore. Remember though, to not use standard A+B throws that he can reverse on you, because he often will cause you to lose the match.

If you knock him off the edge, quickly back off as he has the Drug Downfall ability and will usually pull you over the edge.

Practice dodging. This is very important and will help you beat Ushi, and the rest of the game as well.



2. Evil Hammer - UF/D B

3. JP Body Blow - DF ABB BAACK B

4. Dry Bull Head - BACKB FBB

5. Combo Middle Stub - AAFB

Nice three kick move that is very useful in Bob's arsenal of moves

6. Combo Heel Bomb - BB FB **[56]**

Nice three hit attack that ends with a flip kick. Just watch out for the throws when Bob gets up.

7. Double Horizontal Chop - FFB FB

8. Step Hammer - DBACKB/ DBACK B

Boro

As he is the boss character of the game, Boro is by far the strongest when used by skilled hands. He has few moves of his own, with most being the cream of other character's moves found in the game. As a result, with time and effort, it's possible to string together an endless amount of attacks that just keep flowing. Practice with him to see how long each move pauses before Boro is able to perform another, and then find out which moves flow into the next. Your ultimate goal with this character is to be able to dumbfound your opponent with too many attacks, and maybe sneak in the occasional throw while he's just standing there trying to block.

Recommended Moves

COMBO W3

BACK/BACK BBB

A great three hit combo that has plenty of range and pushes your opponent way backwards, even when blocked. Mix this one up with low attacks for best results.

COMBO KNEE SOMERSAULT **[57]**

F/FB/BACKB

This is a great move as it hits high twice and then moves you back far enough to attack immediately again. Mix this up with F/FB/DB to hit low after the knee to really confuse your opponents.

JOINT R

F/F BB

This is a great counter with its first hit and is followed by another hit if the counter is not successful.

COMBO HIGH LOW

BB FBA

A great high low kick that will mix up well with Boro's other attacks

PLAIN STEP **[58]**

FAB

Another low high attack that's quite good. Slap it on the end of his Combo High Low.

RAINBOW SOMERSAULT

F/BACK B

Like Valerie's somersault, this move spells certain death for CPU opponents. Its quick so be sure to slap it on the end of moves like the Plain Step. Eg. Combo High Low-Plain Step-Rainbow Somersault.

Skills gained at Master Challenge

1. High Low Side Kick - FBA

2. Joint sky Cannon - FFBFB

3. Raising Dragon - D/DF/F DF B

4. Mau-So-Kyauo 2 - D/DF/F UB UB **[59]**

5.Back Fist - DBBB DBB

6. Plain Step Kick - FABA

7. Rainbow 2 - DF B DB

8. Rainbow 3 - DF B DB D FB

9. Somer slide - BACK AB

10. Elbow Upper - BACKB/FBB

Cow



After you beat the game with a few characters the Master will tell you that you can challenge the cow to a rodeo. After managing to stay in the ring for a minute you are awarded with Cow as a selectable character. Is he any good, I hear you ask? Well, in a few words, not really. He has a few good moves, but mostly he is just a novelty and should be played as just that. Have good fun with him, and that's it.

Recommended Moves

TSUKAMOCHI C **[60]**

A-B

This is a basic hold move where you must tap the crap out of the buttons to take damage on your opponent.

JAB 2 HIGH KICK **[61]**

BB FB

A basic three hit combo that's simple, but one of the best attacks Cow has.

BACK GIANT SWING **[62]**

HALF CIRCLE TOWARDS A-B

This move must be performed behind your opponent. To do this, just go up to your opponent and press BACK A+B and then , just as your opponent is

being moved past you, press the movements for the Back Giant swing. It will come out before they get a chance to do anything, and as such, makes this move one of his best. On top of that, the move is a special, so it gives you four easy points!

COMBO DOWN SHOULDER

BBB BACKB

A four hit knockdown move that's pretty useful. It has three punches, with Ushi ducking before he delivers the knockdown blow.

The Master

As you'd expect, the Master is one of the best characters in Fighters Destiny. He, like Joker, has a good amount of other characters moves as well as a few real effective moves of his own. He is selecteable after you beat all twelve challenges (challenges from the Master and Joker) in the Master Challenge. In skilled hands the master can be really difficult to defeat, so practice up and embarrass your friends.

Recommended Moves:

DOWN 2ND GRADE LOW **[63]**

ABBBA

This is a great high low attack that has plenty of hits. It's easy to get out as well, so use it often in matches.

MACH PUNCH

D/DF/F BBBB

The good old Mach Punch ain't never been better. Use this on CPU opponents for easy wins.

MASTER 2 HIGH 1 MIDDLE

FBB FB

A great 3-hit kick combo that knocks your opponent backwards setting them up for more kick attacks.

LOW HIGH PAINFUL **[64]**

FBBA

Another low high attack that's useful to catch up opponents. Remember to constantly mix up low high attacks with the Master, as he has many variations that will really confuse your opponents.

MASTER BUMPING PUNCH **[65]**

BACK/BACKB

This move is great for juggling your opponent and setting them up for large combos. For example, try the Master Bumping Punch and then immediately follow it up with his Down 2nd Grade low or his Master 2 High 1 Middle

As mentioned, The Master has many moves borrowed from other characters, so its up to you to experiment with him to find the best combinations of attacks that will enable you to win. Remember, he's not called The Master for nothing.

57 40 19 Combo Knee Somersault



↔↔B↔B

58 Plain Step



↔↔B↔B

59 Iku-Su-Kyaku



↔↔B↔B

60 Tsukamochi C



↔↔B↔B

61 Jab 2 High Kick



↔↔B↔B

62 DOWN Back Giant Swing



↔↔B↔B

64 DOWN Lo-Hi Painful Kick



↔↔B↔B

Fastest Record

Here you will face four characters: Robert, Boro, Joker and The Master. Best advice is for you to use Leon and his Combo Del Sol move to beat all the characters. With Robert, just throw him twice for four points (you only need four points for a win). With the rest of the characters, use Leon and knock them out as quickly as possible. If you manage to defeat them all in under 1 minute, then Robert will be selectable in the game.



63 32 8 Down 2nd-grade Low



↔↔B↔B

65 23 23 Master Bumping Punch



↔↔B↔B

SanfranciscoRush Playguide

General Tips:

As many of you have no doubt discovered by now, the car's cornering is definitely not very easy to master. It often feels like the road is made of ice, where the wheels turn but your direction doesn't. To avoid this you need to start your turns early, I really can't stress that point too much, it's absolutely vital. Also, don't be afraid to ease off on the accelerator. It's much better to take the corner a little slowly than to hit the wall and explode, or go walkabout off in the grass somewhere. If the corner is started on time then you can almost always go around it at full speed. Make sure you also keep that power slide handy, because if you're heading straight for a wall you need to slide so that you hit it with your side rather than your front, as this will save you precious seconds.

If you're just starting out, or haven't yet worked out what line to take for the corners, you should take a good look at where the computer cars go. They almost always hog the best position before the corners. Your car has the advantage in extra speed and manoeuvrability that will allow you to get past them though, so make good use of it.

Whenever you see a banked corner, i.e. one that slopes down into the inside of the turn, you should always hug the inside edge as this will allow you pull off some really fast, sharp turns.

Track Short-Cuts:

The descriptions of all the alternate paths tells you exactly where to go to get the best times for any of the tracks. It has been divided into forwards and backwards sections because a lot of the paths cannot be navigated in both directions, and also because a good short-cut in one direction isn't necessarily a good one when you're going back wards. Also, just because the path is listed does not mean it's actually a good short-cut, you'll have to read on to find that out. We have included all the significant paths because they're usually great fun to try even if they're no use for the races. The short-cuts are usually riskier than the standard track so only take them when you need to. There's no point in gaining first place just to lose it because you tried to extend your lead in a foolhardy way.

Track 1 - Forwards:

1. Just past the bridge there is a concrete ramp adjacent with the toll booths. If you jump off this you can drive along the top of the grassy ridge for a while before dropping back onto the road. This path doesn't save any time, if anything it actually slows you down.
2. Shortly after the tunnel, the wooden fence on the left backs away from the road for a bit. There is a wooden gate here with a dirt path behind it [11].

If you follow this path it will bring you back out at the sweeping left that goes under the freeway. This one can save some time as it is very direct, however this path is not for the faint hearted as it's very difficult to avoid crashing when you take it at the speed necessary for a time saving.

3. Just before the sweeping left under the freeway there is a road that goes off to the left. This path takes a more direct route around the corner so it is shorter. Unfortunately, you tend to lose speed controlling the slides on this bumpy road. Therefore, this path is not very useful for time saving.

4. The fourth alternate path can be found just after the finish line. It starts with a tunnel going into the concrete wall [2]. This tunnel comes out on an open piece of highway that ends in a grassy embankment that slopes down. You need to slow down a bit before jumping off this otherwise you'll find yourself getting an unwanted close up of the fence on the other side of the road. This path doesn't really save any time and since it is also quite risky, it's not worth taking.

Track 1 - Backwards:

1. The first alternate path you'll come to is the long sweeping corner under the freeway. This is quite an easy path to take and it will save you time, just make sure you hug the inside edge as you leap off the end of the uphill section. Unfortunately it cannot be used in the same lap as the next short-cut, and the next one is a lot better.
2. This short-cut starts at the end of the sweeping turn under the freeway. You need to break off left, into the gap between the concrete wall and the start of the buildings [3]. Make sure you slow down a bit for this part, you need to make it between some raised gardens and then launch off a wooden jump [4], but if you go too fast you'll hit the wall when you land after the jump. This one ends with a nice, easy re-entry to the main track. Definitely take this path as there are major time saving available if you do it properly.
3. Just after exiting the tunnel, you'll come to a little kink in the road. Head up the grass bank and onto the new road [5], this leads to a tunnel that comes out at the finish line [6]. Unfortunately, you need to make a hard turn as you exit the tunnel to avoid hitting some scaffolding, and this really kills any savings made by the short-cut. So it's not worth taking this one.

Track 2 - Forwards:

1. Just after the first left hand turn, as you start uphill you should see a tunnel on your left [7]. This tunnel can be used to gain a few valuable places, but it must be done perfectly. You need to enter this tunnel going dead straight or you'll get caught on one of the walls and either explode or be slowed

done so much you'll never make first place [8].

2. Just after a long left, before you head up to the freeway, you should see a whole bunch of red pillars. Drive through the red cones that try to herd you up the ramp and then dodge between the first and second pillar. Now you can take the jump up onto the freeway. This is a short-cut that should always be taken as there is virtually no risk, and there is a significant time saving to be made.

3. At the end of the freeway some more red cones direct you off the freeway. You can drive through these cones and then leap off the right hand side of the freeway at the break. This jump will land you right when you need to be making a tight left turn, consequently you will almost certainly hit the wall and slow down. Because of that, it's not worth taking this path.

4. Just after a small uphill section you'll see a semi-trailer off to your left. [9] You can drive under the truck and leap onto a nearby rooftop [10], to the pleasant accompaniment of screams of terror. There's another jump up here that will lead you back to the track [11]. This path definitely offers a chance to make up some time, however it must be done carefully, or you'll end up slamming into a wall and char-grilling your car. The initial jump must be made at less than 110mph.

Track 2 - Backwards:

1. To get to the first alternate path on this track you need to drive straight through the red cones that try to herd you off the freeway [12]. Pretty soon you'll reach the end of the road, here you need to make a sharp left turn off the edge [13], so that you land on the road below, hopefully scaring the hell out of anyone that's below you when you land on their car. Although this path is fun, it's not a time saver, as you'll be heading up the next hill slower than everyone else.
2. The only other alternate path around is the tunnel through the hill that starts near the bottom of the uphill section, just after you leave the freeway. This can save some time, but it's a nightmare to navigate safely, so I suggest you avoid it. It's more grief than it's worth.

Track 3 - Forwards:

1. At the start of the track, on the right side of the first left hand turn, there is a tunnel in the side of a building that can be taken to gain some valuable time [14]. This short cut is a very useful one as it's not terribly dangerous and yet it gives a great time saving. The other thing to be aware of though, is to take care on the way in, as if you start sliding or get too much air, then you could waste a lot of time.
2. As you approach the Coit Tower (it's a big red and white tower) and the road turns left, you should see a couple of white buildings, drive between them



Cars

BEGINNER

Beginner vehicles are, as you would expect, the easiest to drive but they are also the slowest. They are the most manoeuvrable so if you really have trouble making the corners on a track these are the cars to choose.



ADVANCED

These are pretty good all-rounded cars. They have a better top speed than the beginner, but lose a bit of manoeuvrability. This is a good car to start with as it can still hold its own against the computer cars.



EXPERT

These are quite similar to the Advanced cars, except that they have a better top speed. They also have a greater tendency to fish tail when you go over bumps of land after a jump. This type is my favourite of the normal cars.



and you'll find yourself in a dirt half-pipe. This path can save you some time but it's very dangerous. So as they say, "Do it at your own risk".

3. As you start to head uphill after the freeway you will come to a sharp right hand turn. In front of you there will be a large gate that leads into China town **[15]**. Go straight ahead through this gate and up the hill **[16]**. Slow down as you reach the top so that you launch at about 100mph **[17]**. As soon as you land you will need to make a sharp right turn and you will then rejoin the main track. This short-cut can be very useful as it has the potential to gain you a lot of time. Unfortunately, it is a bit unpredictable as to whether you will make the last jump. In spite of this drawback, it is still worth taking if you really need to gain a couple of positions.

4. At the bottom of the hill, after where the last alternate path rejoins the track, there is a sharp right hand turn with red cones to guide you. On the outside of this turn there is a clump of trees. Behind these trees is a tunnel that is extremely hard to navigate at high speed **[18]**. It does however provide a good saving if you're prepared to practise it a lot.

Track 3 - Backwards:

1. The first available alternative path is to head in the tunnel on the right side as you go up the second uphill section. However, the entrance to this tunnel is so awkward that you have to go at a snails pace or die. The rest of the tunnel can only partially make up for slow start. So it's not advisable to use this path.

2. At the end of the steep uphill section, (just past the first downhill section) there is a sharp left turn **[19]**. If you keep going straight up the hill and head for the far right side of the road you should find a narrow path that you can drive up **[20]**. You need to hit the brakes at the top so that you don't fly past the sharp left at the top of hill. Follow the road around and then race down through China town to rejoin the main road **[21]**. This path has a lot of potential. You can gain quite a bit of time, and when you re-join the main road you'll be going 50mph faster than you normally would be at that section. What holds it back though, is the amount of practice it takes to consistently make the left turn at the top of the hill. This path is therefore only for those of you out there who really want to master the game.

3. At the point where the red cones try to herd you off the freeway there is the opportunity to keep going straight until the road ends, at which point you need to make a hard right turn to jump down to the main road. Since the benefits of this path are so marginal, it's not really worth trying. It's better to do a power slide off the down ramp so that you can make the turn at the bottom at a good speed.

4. The last alternative path on this track is near the end. It's a tunnel that starts on your left during the freeway section with the grass on either side and the high concrete walls **[22]**. This path is quite a good

way to catch a couple of places just in time for the finish, as it comes out about a block from the end.

Track 4 - Forwards:

1. There is an alternative path right near the start of the track, to use it you must turn left as soon as you start that you go the left of the fenced off section. There will be a yellow jump in front of you that will launch you into a plaza that contains a fountain and a sculpture. The path doesn't have any racing benefit but it does at least let you see the sculpture up close, if nothing else.

2. The next alternate path is a really fun one. On the second kink to the left, after leaving the grass park, you need to get to the right and head down a small alley **[23]**. This will take a left turn and then head for a grass jump **[24]** that can launch you to any one of three different balconies on the building across the street. Which one depends on your speed. Time wise, it's best to go for the top one, as this will take you on a tour that comes out at the bottom of the fall that you normally have to navigate **[25-27]**. The second one will drop you off quite a bit earlier. These jumps are great fun but unfortunately they're to chancy to rely on a race so you should give these ones a miss if time is of the essence.

3. When you come to the section of the track where it splits for a couple of blocks, take the following path. Head to the right of the building with the large white pillars and make a sharp left between the second last and last pillars. Now take the next right and finally take a left at the "T" intersection. If your in doubt, just follow the computer cars, as this is the path they take.

4. At the bottom of the slope, just after the track rejoins, you will see a bus parked on the right hand side of the road. There is a path that heads off just behind this bus. This path joins up with the top balcony path described in path 2. This is a really useful path to take as it's pretty easy to navigate at full speed and it gets you a great time boost.

5. Just after the long sweeping left, next to the park with the waterfall, there is a wall that has two jumps **[28]**. The yellow, left hand jump is pretty simple to pull off but unfortunately there's no time saving. It slows you down by a second or so. The right hand jump's great fun. It launches you at another jump on the roof of a nearby building **[29]**, from which you can land on the roof of yet another building. There is a convenient black line on this roof **[30]**. By driving straight along this line you will leap of the roof and fly through a tiny alley between a couple of buildings before rejoining the main track **[31]**. This path can save heaps of time but is extremely hard to pull off consistently. So it's probably best to avoid both of these paths when you're actually racing.

Track 4 - Backwards:

1. The only choice in paths you get here is the obvious one, outlined on the map, near the end of



EXTREME

These cars have a very high top speed but they are quite hard to handle, as they have very slow steering and an annoying tendency to fishtail at the most awkward times. They also have very low acceleration, so that you end up going no faster than the Expert cars under most circumstances.



TAXI

The Taxi has the same top speed as the Expert cars, but it also has better acceleration and cornering. This is a very good car so use it whenever you can. (Unless you've got the Hotrod on that track)



HOTROD

This is the top of the line car in San Francisco Rush. It has the best top speed of any of the cars, and it also has a good acceleration to accompany this. It's handling is great as well, so don't settle for anything less. Get all those keys now so that you can use this baby.



the track. The best way to get through this section is to go straight ahead until you reach the sharp right hand turn. Take this turn and when you pass the building with the white pillars, take the easy left across the park to where the road rejoins.

Track 5 - Forwards:

1. There is a path to the right of the arrows pointing left [32]. It leads to a track that will take you to the piers and the marina. It ends at a wooden fence, break through this and land on the dirt slope below [33]. Now you should drive through the parking lot and you will emerge back onto the main track. This path is quite easy to navigate and is very useful in the second and third laps when you're coming down the final hill at high speed.
2. Just past the marina, is a line of yellow and black arrows pointing right. There is a gap in the middle of these arrows. Through this gap is a grass jump that, if taken at high speed, will launch your car at a nearby roof. Where you can bounce up and make a huge leap. This jump is too unpredictable to be used in the race. Which is annoying since it's such a huge jump. Once you've passed through this gap you can also head left and follow the road down until it ends in some more arrows. Hug the left hand side as you rejoin the main path. This path is quite easy to navigate but doesn't really gain you any time.
3. At the end of the next uphill section there is a low building opposite you. This can be jumped by using the dirt ramp on the left side of the road. This leap will allow you to by-pass the steep zig-zag up the hill, but it is very difficult to pull off and even when you do make it, it's usually half luck. Therefore it can't be relied upon in a race.
4. The next path choice is shortly after the first peak, where you make a left turn just before the park. As you head down hill you should see, off to your right, a building with road going through it [34]. Going through this leads to a couple of paths. The first is taken by veering left at the bottom of the hill. This left will take you straight back to the main track, but will have let you by-pass the dangerous kink, at the bottom of the hill on the main track, with no time penalty. The other path can be found by veering right at the bottom. This will lead you to a brick path that ends in a jump [35]. You should keep your speed at about 90mph to make this jump. The second path is great fun but is not much use in the race.
5. Two blocks before the peak of the final uphill stretch there is a break in the fencing on the right side of the road [36]. Heading in here will lead to a tunnel that goes straight through the hill [37]. Again, this path is not really of much use in a race, since you need to slow down so much to get into the tunnel.

Track 5 - Backwards:

1. One block from the top of the first hill, there is

a tunnel on the right [38]. A short way into this tunnel there is a pit filled with spikes. If you stay to the right as you jump this pit you'll make it easily. The tunnel opens out into a grassy area with a jump in the center. Veer slightly right shortly before taking this jump and you should land at the bottom of a park and be in line to take a street uphill [39]. Two blocks up this hill you will see a building with a road through it. Take this road and you'll be back on the main track. This path can save you heaps of time and is very easy to navigate so you should always take this path.

2. When the road splits at a "T" junction on the down hill stretch you can keep going straight [40]. Two blocks later, this path ends with a row of buildings blocking you [41]. Press the recover button the instant before you hit the buildings and you will be transported a short distance away. Even with the small speed loss from the recover you will still come out of this with a huge gain in time. You should do this each lap to get way ahead of the computer players.

3. At the end of the straight that follows the shop window you can drive through, there is a row of black and yellow arrows. There is a gap at the right end of this row [42]. Drive through this gap and immediately make a hard right turn. Follow this road until it ends, and go left when it does. Head onto the grass and through the gap in the wooden fence [43]. This path is another huge short-cut and it will put you even further ahead of the other cars.

Track 6 - Forwards:

1. There's an alcove in the concrete retaining wall on the left at the end of the first straight [44]. Drive through the gate at the entrance and head for the wall directly opposite the entrance. This is a fake wall [45], and behind it is a long tunnel that will send you flying back onto the main track [46]. This is a great time saver, just be careful at the entrance to the tunnel as it can sometime be a little tricky.
2. After the hairpin corner at the end of the lake, once you have landed from the jumps you will pass a small road that heads off to the left. Follow this and you can leap across the lake. This jump needs to be taken at high speed or you had better be a good swimmer. This path can be useful in a pinch, but because of the difficult landing it's often best not to take this one.
3. On the return run along the beach the main path branches off to the left before heading up the hill. However, you break off to the right before this [47] and race up the steep hill that you normally drive down, allowing you to leap off the top [48]. Press the recover button shortly before you reach the crossroad with the main path and you will get a huge time saving.

Track 6 - Backwards:

1. As you are going back down the hill, headed towards the last hard corner before the straight run along the beach, instead of taking it slowly



down the hill so that you can get around the corner. Simply drive straight down as fast as possible, and shortly before you hit the ground at the corner, press the recover button to land safely, with a nice safe time saving.

2. The only real alternate path available is the long tunnel that was mentioned for the forwards direction. If you head off to the lake side just after the bridge across the lake, then you can duck into the tunnel. It is very tricky to make a good entry in this direction, because you have to know exactly where it is without being able to see it. You also need to slow down at the end of the tunnel or you'll come to a fiery end. For these reasons its not very useful during a race.

Key Guide:

Keys allow you to access the hidden cars on each track. If you get half the keys on any track then you can use the taxi on that track. If you manage to get all the keys on a track then you can use the Hotrod on that track. Getting the keys on one track does not allow you to use the extra cars on other tracks though.

In order to get most of these keys you need to be able to pull off lots of long, precisely aimed jumps. The two main tips I have for you here are to make sure you never try to steer while on the jump, or shortly before it. Always get lined up well in advance. You also need to keep a watchful eye on your speed. Your speed is every bit as important as your direction when you launch.

To make things easier on yourself, you might want to enable a few codes. Trying to get all the keys without enabling these codes is extremely hard and you'll probably be at it for days, and the sheer frustration you endure will have you screaming in no time.

RESURRECT IN PLACE

Go to the Setup screen. While holding Z press and hold C-Left then press C-Right. Keep holding Z and now press and hold C-Right, then C-Left This means that when you crash your car you restart at the same place, not miles off in the distance.

NO GAME TIMER

Go to the Setup screen. While holding Z, Press and hold C-Down, then C-Up. Keep holding Z and press and hold C-Up, then C-Down. Now You can explore for as long as you like without needing to restart the race constantly.

AUTO ABORT DISABLE

At the Setup screen press C-Up, C-Up, C-Up, C-Up. This one is also extremely useful, as enabling this cheat stops the game from picking you up and launching you to where it thinks you should be going whenever it feels like it.

There are several times that you will need to land

from a jump in a precise location. This can be made simpler by the use of these codes. If the codes are enabled, you can simply press the recover button at any time and it will stop you wherever you are and drop you vertically. Thereby letting you land on rooftops and islands that would otherwise be a nightmare to get to.

One trick that you may wish to use to get some of the floating keys is the levitation cheat. Once you have enabled the cheats listed above, you can levitate your car by holding down the brake and pressing the recover button. This will lift your car up a few meters and for as long as you hold the brake down your car will not fall. To get higher simply press the recover button again once the car stops flashing.

Track 1. The Golden Gate Bridge

KEY 1: It's right behind you when you start, simply turn around and drive along until you reach the dead end and it'll be in front of you.

KEY 2: Shortly after you start, floating in the air off to your left. To get it you need to drive along until you pass the Golden Gate Bridge, turn around and drive at full speed directly for the key, you'll hit a small bump which will launch your car at the key **[49]**.

KEY 3: This one is a floater as well, it's to your left after you pass the Toll Booths. You need to use the grass ramp right after the Toll Booths to get at it. Make sure you hit the jump at about 130Mph.

KEY 4: Shortly after the Presidio tunnel, on your left, you should see a wooden gate. Drive through this and follow the dirt track behind it. The key is at the top of a grass hill on your left a little way along **[50]**.

KEY 5: Just after the finish line there is a tunnel off to your left in the concrete wall. Follow this tunnel to the end. The key is on your left just as you exit the tunnel.

KEY 6: A few hundred metres after the finish line there is an embankment on the left hand side of the road. Drive along the top of this to reach the key.

Track 2. Embarcadero

KEY 1: Drive straight through the cones that try to herd you off the raised freeway. Drive along until you reach the point where the overpass is broken. Drive very slowly off the edge **[51]** and fall to the next level of the free way. Now turn around and head back the way you came until you reach the dead end where the key is located **[52]**.

KEY 2: Dive through the same cones as for key 1, but this time jump off the left hand side of the broken overpass **[53]**, making sure your speed is about 120Mph. You should land on the lower section of the overpass. Drive at full speed along the freeway until you reach a giant red half-pipe. This has loops at each end. The key is located at the top of the loop on the far end **[54]**. To get to it drive along the wall of the half-pipe, about half-way up and as you near the end turn so that you are headed straight up the wall. You need to be going at full

speed to get to the top of the loop.

KEY 3: In the same half-pipe as Key 2, there is an alcove about half way up the opposite wall, in here is the key. Simply drive up the wall and slow down as you approach the alcove. It is easier to see the alcove if you use the in car view.

KEY 4: Take the jump under the semi-trailer and land on the roof of the high rise building, proceed along the roof until you reach the next jump. Drop over this edge going slowly and you will find the key at the end of the alley that you fall into **[55]**.

KEY 5: At the bottom of the hill after the semi-trailer, there is a tunnel that heads down in the building off to the left. The key is at the end of this dead-end tunnel.

KEY 6: At the bottom of the hill after the semi-trailer again, you will find a fountain. Jump off the edge of this up to the middle of the glass building **[56]**. The glass windows hide a tunnel that is about half way up. This goes through the building, and in this tunnel is the key. Make sure you hit this at high speed as anything less and you will simply hit the building.

KEY 7: Go to the second fountain (about a block after the first), drive into it and at the bottom you will find the key.

Track 3. Market

KEY 1: Just after the first left hand turn there is a staircase to your left that is out the front of a building. Drive up the staircase and you will find the key on the platform at the top.

KEY 2: There is a key floating just above one of the CheckPoint signs about half-way through the course. To reach this key you will need to drive past it, down the small hill and around the corner. Keep going until after you pass the next CheckPoint sign. Now turn around and head back as fast as you can. Line yourself up with the double yellow center line **[57]**, and try to lift off at about 130Mph **[58]**.

KEY 3: As you approach Coit Tower (it's red and white and it looks like a TV Broadcasting antenna) the road turns right, and there are some white buildings to your left **[59]**. Drive between these buildings and follow the dirt half-pipe. The key is floating in the air up the hill to your right as you pass the first obstruction **[60]**. You can simply drive up the hill to get to it.

KEY 4: This is floating in the center of the large, but short, tunnel just before the long downhill stretch. To reach this you'll have to go past the key, down to the bottom of the hill, turn around and accelerate all the way up to hill and you should get it. Make sure you line yourself up with the center lines again.

KEY 5: Take the right at the China Town gate, and keep going for a couple of turns. There will be a kink in the road, and on the right side of this kink there is a wooden fence with a gap at one end **[61]**. Go through the gap and into a small clearing, there is a tunnel here that leads to a sky room. The key is in this room to the right of the entrance **[62]**.



KEY 6: Drive through the China Town gate to the top of the hill, slow down at the top so that you don't jump over street at the peak. Now turn right onto the side street and the key is on the left side of the next turn.

KEY 7: As you head along the last downhill stretch before the finish line, you will pass a small platform on your left, near where a grassy patch where a tunnel comes out. Drive onto the platform to get the key [63].

KEY 8: Just past the Finish line there is a Tram off to the left. Behind this Tram is the key.

Track 4. Downtown

KEY 1: On your left just after the start is a fenced in area with some buses parked around it. Inside this enclosure is the key. To get it, turn left immediately after passing the key, then take a right when you reach the 'T' intersection. Continue along this road until it ends. Turn around and accelerate towards the key. Launch off the grassy corner [64] on your left and land on the key [65].

KEY 2: This key is floating in the air on your left after the plaza containing the fountain and the sculpture. To get to it, head along the road used for a run up for key 1, continue on past the end of the road and onto the grass. Now launch off the grassy embankment at high speed [66]. Be patient because this is a tricky one.

KEY 3: On the left turn just before the first Check Point there is an opening off to your right. Follow the alley behind this opening and it will lead you to a grass ramp. Hit this ramp going as fast as you can to leap across the street up to the top balcony, of three, in the building in front of you. Drive forward after landing and the path will take you right to the key.

KEY 4: You need to use the same grassy ramp as for key 3, except that now you need to aim for the middle balcony. To get to this balcony you need to be going slower off the grass jump. The path behind this balcony will lead through a couple of buildings. Hit the brakes at the end of this path and drive off the end at low speed to drop onto a lower platform [67]. On this platform is the key.

KEY 5: On your left just before you drive off the cliff, there is a red building with lots of large windows. As you approach the drop you will see a path leading off the edge next to the building. Follow this path into the interior of the building and you will see the key there.

KEY 6: As you pass the waterfall that's on your right as you drive along the long easy left, you should see two tunnels on your right that lead into the concrete wall. Drive into the right-most tunnel entrance at near top speed and launch your car at the platform just to the right of the jump on the next rooftop. You need to stop on this roof (use the recover cheat) as the key is just right of the jump [68].

KEY 7: Continue past the grass ramp used to get keys 3 and 4, turn left and on your right there is a small alley between two buildings, with the

key at the end of the alley.

KEY 8: When the road splits for the final time before the finish line, take the left path. Here you will find another alley, at the end of which is the key.

Track 5. The Heights

KEY 1: When the road rejoins after the first section of path splits, there will be a marina on the coast to your right. Turn right and head along the wharves all the way to the end until you reach the beach. Turn around and accelerate all the way along the beach to the jump [69] and land on the roof of the first building. Hit the brakes so that you don't go straight off the other side, and turn towards the coast and jump onto the roof of the building on the pier [70]. The key is down near the end of this building.

KEY 2: For this key you need to make the jump from the beach, just as for key 1, but this time you need to double jump off the first building [71] and land on the second building [72]. The key is on the far section of this building.

KEY 3: Across the road from the marina there is a gap in the middle of a line of arrows [73]. You need to race through this gap at high speed and hit the jump at the end of the open section. You need to aim to land on the building next to the row trees [74]. The key is located on the roof of this building.

KEY 4: Go through the same gap used to access the jump for key 3, but veer to the left of the jump and turn right at the next corner. There is a small alley next to the corner building, at the end of which is the key.

KEY 5: At the end of an uphill straight where the road splits, you need to jump off a dirt ramp on the left side of the road. You need to veer right as you hit the ramp because you need to go over the top of the low building opposite the center of the road. The key is floating over the top of this low building.

KEY 6: On a left hand corner as you are still going uphill, you will pass a "Smiley Shell" petrol station [75], there is a key in the car servicing area of the station.

KEY 7: At the first cross street on the long downhill stretch before the finish you should see a patch of grass to your left. Turn onto this grass so that you're facing back the way you came. There is a tunnel heading to the building in front of you. Follow this tunnel, jump the pit filled with spikes and the tunnel will open out into a large grassy area. The key is at the back right corner.

KEY 8: On the right hand side at the bottom of the last down hill stretch is a gap between the buildings. Head into the gap and you will see a building that you can drive into, the key is inside.

Track 6. Sunset

KEY 1: On your left just after the first Check Point you will see a tunnel heading into the concrete wall. This tunnel has a gate in front of it. Drive through this gate and head into the tunnel. It will open out into a cave, and the key is in there.

KEY 2: After passing the hairpin corner at the end of the lake, drive past the bridge and head down to the waters edge. Keep driving on the grass along the edge [76] for a while until you find the key next to one of the trees.

KEY 3: After making the return leg down the long straight next to the beach you will come to a sharp right turn that heads up the hill. Continue up this hill until you reach the cross street. Turn around and you should see two islands out in the ocean. There is a third island to the right of these islands and on this island is the key. To get to it, accelerate down the hill on the left side of the road and make a sharp right turn and jump off the right edge of the road immediately before the fence [77]. You need to land on the island [78] and the key will be in front of you.

KEY 4: Get to the crossroads mentioned in Key 3. This time, drive slowly down the hill and go around the back of the white buildings on the outside of the corner. You will come to an alcove where the key is located.

KEY 5: At the bottom of the short uphill section before the fourth check point (the one at the top of the hill) you see a parking lot off to your left. Drive along to the back of this parking lot [79] and hidden behind a corner of a building on your left will be the key.

KEY 6: Just after check point four you will see a left hand turn with a large white building on the corner. Inside this building is the key. Simply drive in the front door.

KEY 7: At the bottom of the uphill section before check point four, where you can see the parking lot to your left, you should be able to see a low grey fence to your right. Follow this fence as it heads off into the grass and down towards the ocean. At the ocean's edge you will find a tunnel leading into the hill [80]. Follow this tunnel down and at the bottom you will see a ramp that will launch you into a loop. You need to hit the brakes as you head up the loop so that you fall off the roof at the peak [81]. This is because the Key is floating in the air in about the center of the loop.

KEY 8: Head down the tunnel as you did for Key 7. Avoid the jump at the bottom and you will find yourself inside a large cavern. The roof of the back two thirds of this cavern is lower than the front third and is actually a platform that you can reach by driving at high speed up the side wall of the cavern [82]. You need to drive up the wall at an angle so that you are aiming for the point where the platform begins. Once you are on this platform you need to drive over the small wall and into the valley in the center. The key is in the front right corner of this valley.

Track 7. The Rock

Well, this one's a mongrel. You have to beat ALL of the tracks on forward and backward on the hardest difficulty level to select the rock. As yet no-one has managed to do this. Nevertheless, we will cover the keys on this track in a later issue.



DiddyKong Racing **Playguide** Part Two

The Really Hard Bits

If you're reading this then you should have totally finished the first three worlds. If you haven't, then go back and read last issue's playguide more carefully. If you thought the first three worlds were hard then you might want to consider finding a new hobby because the last two are so hideously impossible that they'd make Rambo whimper. I'd wish you luck but we all know luck's for wimps, right?

The Basic Stuff

Zippers

If you're just running over the zippers with your finger placed firmly on the accelerator then you're wasting your zippers. You must take your finger off the accelerator just before you hit a zipper, then don't put it back on until the last of the turbo flames turn to smoke. Doing this will nearly double the power of the zippers. Exactly the same technique is necessary for using the turbo balloons. I cannot emphasise the importance of this technique. You will get nowhere in the later levels if you are not doing this every time. A second essential point about the zippers is many of them are placed in awkward spots. Therefore, to make good use of them you must use short bursts of the brake to position yourself correctly. Normally this means firstly swinging sharply over to them, and then a second last minute adjustment just as you get them to ensure the zipper shoots you off in the right direction.

Silver Coin Points

The most important thing to realise about silver coin challenges is that it is much easier to go for out of the way coins from a leading position. To do this you must use the first lap to establish a good lead, avoiding difficult coins that will slow you down. This does not mean that you should swerve to avoid the coins or anything. It just means save the coins that are out of your way for the second and third laps. If you concentrate on getting the coins first and think you can use the third lap to catch up you will be sorely disappointed. You will see me refer to silver coin 'pairs'. A 'pair' are any two coins that are placed on opposite sides of the track or in separate paths so that it is not possible to get them both in one lap without losing an insane amount of time.

Dragon Forest

This is the hardest world to find. It is located behind one of the waterfalls to the left of the yellow brick bridge in the main area. **[1]**

Windmill Plains **[2]**

Silver coin positions:

1. In the first windmill
2. In the second windmill
3. Between two trees on the first sandbar
4. To the left in the next tunnel
5. In the third/next windmill
6. In the lower part of the waterfall **[3]**
7. In the air and to the right in the canyon
8. To the left of a zipper and a tree, to the left in the field.

The windmills themselves play an important role in this course because there are a lot of zippers and silver coins hiding inside them. For this reason get used to going under them instead of around them. There is one spot in particular where a zipper sends you screaming right at one and you have no choice but to go under it. The rest of the course is not too tricky, so long as you learn where all the zippers and silver coins are so you can always anticipate them. The sixth silver coin is quite difficult: it's in one of the water sections but it is hiding off to the left near a giant water fall. The best technique for silver coins tucked away on the outside of corners, like this one, is to start making your turn back towards the middle of the course before you hit the coin. If you wait until after you've collected it to start turning back you will not be able to avoid hitting the outside walls. You will have to practice this one a lot before you can grab it without losing much time. Good luck.

Greenwood Village **[4]**

Silver coin positions:

1. To the left in the area with the well
2. To the right immediately after the area with the well
3. To the left in the tunnel, to the right of the exit from the shortcut
4. To the right in the beginning of the dirt section with the trees
5. Right at the entrance of the tunnel **[5]**
6. In the left tunnel after the large tree
7. To the right of the right tunnel's entrance
8. Straight ahead from the exit after the last tunnel

This is a strong contender for hardest silver coin challenge in the game so crack those knuckles and take a deep breath. It is essential to get all the zippers on this course. Miss one and all you'll see is the dust trails of the other racers. To establish the necessary lead in the first lap, DO NOT attempt any of the tricky coins the first time around. The only coins you should consider getting on the first lap are 5, 7, and possibly 3 if you're feeling tough. The 1st and 2nd coins are a 'pair' so do not attempt them both in the one pass. When going for the first coin you must plan

ahead because you should avoid the first zipper (before the coin) on the lap you decide to grab it, or you will be going too fast to make the necessary sharp turn. The 1st coin is so far out of your way that drastic measures must be taken to get back into the race quickly. You can either head for the short-cut-tunnel hidden beneath the well, or you can head further off to the left and catch the zipper hiding off to the side. Taking the zipper is probably better than the short-cut, but remember that this zipper, and the short-cut under the well, are so far off the track that it is not worth trying for them in other laps. They are only useful to get you back into the race after collecting the coin. The 2nd coin is much easier, simply give the brake a couple of nudges as you make a sharp turn off to the right. The 4th coin also takes a small amount of planning. Make sure you grab the magnet balloon at the exit from the tunnel. You will need the magnet to catch up to the racers that will scream past when you grab the coin. As soon as you get the coin start holding the trigger down so that when you get a lock on any races you can release the magnet. Coins 6 and 7 are a 'pair'. The zipper in the tunnel after coin 5 should always be used unless your going for the 6th coin. On the lap you choose to go for the 6th coin avoid the zipper so that you can brake and make a very sharp left turn. Off to the left will be another tunnel with the 6th coin in it. When leaving this small tunnel you will need to make another sharp left to get back onto track. Make sure you always get the last two zippers on the left as you will need them to scream into first position at the last instant.

Boulder Canyon

Silver coin positions:

1. To the right of the first two balloons (red and blue)
2. To the left at the start of the next slope
3. At the other side of the log after the first slope
4. Right after the zipper after the drawbridge
5. To the left by the first green waterfall
6. In the tunnel on the left with the red balloon at it's entrance
7. At the exit of the same tunnel
8. To the left, under a log, in front of a zipper

Getting the hang of the hover-craft is the hardest thing about this level, once you've done that, coming first and collecting the silver coins will be a breeze. The logs floating in the water can really knock you about and should be avoided. When going around corners use the Right shoulder button, just like the plane, so that you corner faster. In the second enclosed area (which has murky green water) there will be a point where you have to choose between two paths.



Secret Characters

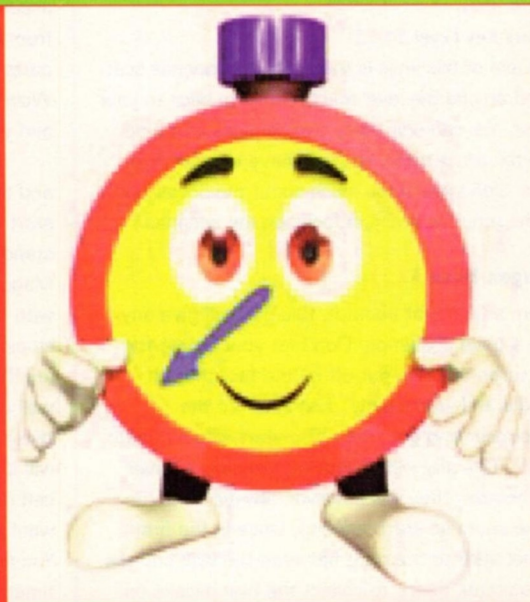
Drumstick

To access the chicken with the dubious name, first get all of the T.T. Amulet and the Wizpig Amulet pieces. Then have some fun squishing the frogs around the water in the main area. After about a minute you should be able to find a frog that has a red feather on his head. Squish him and the control of drumstick is yours. I know this sounds like one of those April Fool's cheats, but I tried it and it works, honestly. However, I wouldn't get too excited because he's pretty tricky to use, so be warned.



T.T.

To access T.T. you have to beat all, yes all, the tracks in Time Challenge mode. This is no easy task, but if you pull it off you won't be disappointed because he is easily the best character in the game.



Always pick the left one because it's quicker and has two silver coins in it.

Haunted Woods [6]

Silver coin positions:

1. Right in front of the fountain
2. On the right of the fountain [7]
3. On the left of the fountain
4. To the right in the tunnel
5. Right in front of the two green balloons
6. On the inside turn in the tunnel
7. On the inside turn in the tunnel a bit further on
8. In the middle of the bridge

Get ready to get happy, because this course is even easier than Boulder Canyon. All the silver coins are pretty much right on the track and the other racers always seem 100 miles behind. Once you go round the track a few times to learn where the zippers and coins are and you're laughing. The only slightly tricky bit is the 2nd and 3rd coins which are a 'pair'. Just use the 2nd and 3rd laps and take a different sides each time and you'll have no trouble.

Location of the Key:

Boulder Canyon is the lucky key-hunting track this time around. The programmers obviously thought the earlier keys were too easy to find because this one is ridiculous. I defy anyone to find it without this playguide (or someone else's). About half way through the track you'll notice a bell hanging from a chain. Stop here and use the blue balloons nearby to power-up to level 2 or 3. Then drive past the bell and turn around so that you are facing in reverse and the bell is in front of you. Now move forward slowly, passing under the bell. The bell should ring and the draw bridge will raise. Don't stop after going under the bell, keep moving and trigger the zipper balloon as soon as the bridge raises. [8] Aim for the middle of the balcony on the wall and the key is yours. [9]

Bonus Key Level [10]

The aim of this level is to collect the bananas scattered around the level and bring them back to your chest. You can only carry two bananas at a time and ten are needed, so you'll have to make five trips. Don't worry too much about the power-ups or the other racers, just focus on the bananas.

Dragon Boss [11]

There's no doubt about it, this guy will give anyone a good challenge. Don't let your timing for the turbo-start be put off by the fact that he cheats and starts early. Just listen to the announcer and get that turbo-start, you'll need it. [12] This guy will be leaving fire balls all over the course. They will however, always be in the same spots so start learning. Once in the first tunnel stick to the right between the wall and the stalagmites [13] to collect the first missile balloon (don't fire it yet you premature guys).

Coming over the next rise in the tunnel their will be four fire balls (second challenge only). Stick to the middle of the tunnel and bank right to safely navigate the four fireballs, then swing further to the right to pick up the second missile balloon. As soon as you're out in the open let the guided missile rip and duck under the windmill to collect the turbo balloon. As soon as you've successfully navigated the fireballs in the underpass, line yourself up and let the turbo rip. On the first Boss challenge there will be a second turbo balloon off to the left here. On the second attempt it won't be there so head straight for the next tunnel. Once inside collect the missile balloon off to the right and then leave the turbo balloon and get the next missile balloon off to a tight left. As soon as you're out of the tunnel, let the guided missile rip and collect the turbo balloon amongst the trees to burn to the finish line. In the clearing, just before the finish line, there is a missile balloon off to the right which you can collect instead of either of the ones in the first tunnel if they are giving you trouble. Now simply keep doing this for the three laps until you manage to get in front of the Dragon. If you're skilful and manage to get in front of him early on then you should abandon the missile power-ups and concentrate on the turbo balloons to stay in front.

Trophy Challenge

It's time to put all your hard earned skill to work if you want to get that gold trophy. Coming first won't be easy but you need that gold trophy to get to the spaceworld. You can race Wizpig first if you want, but I think a couple of races against him and you'll agree that he should be left to last.

Wizpig [14]

Wizpig is not-so-cunningly hidden inside the huge likeness of his face in the main area. To gain access you will need to have beaten each boss from the first four levels to have gotten the four parts of the Wizpig Amulet. If you have done this Wizpig's face will have turned from stone to skin and you can fly in.

If you have so far failed to take my advice and use Tip Tup or Pipsy, then you had better start listening now. Without one of them you stand about as much chance of beating Wizpig as Maggie Simpson would have in a boxing match with Mike Tyson. The key to beating Wizpig is zippers, zippers, and more zippers. [15] There are six zippers and if you miss one you may as well reach for the 'restart race' option. The First two zippers are easy to get, but it's the third that will take a lot of practice. The Key is to aim yourself right when leaving the second zipper. You want to aim for the left side of the dirt hill ahead. You have to get it right because a couple of centimetres either side and you end up swimming your way to a humiliating loss. If you've aimed

correctly you should fly over the hill heading straight for the third zipper. Once over the hill you'll have about three Billionths of a second to swing yourself around so that when you hit the zipper it launches you onto the island that the fourth zipper is on. Once you're lined up with the fourth zipper you should have no trouble hitting the fifth, which is right in front on the next island. The angle on the fifth is crucial. You have to line yourself up so that you land on the road, not the grass. When you hit the sixth angle yourself so that you cut the corner a bit. Keep practicing until you can get all six zippers right and Wizpig will be eating your dust. [16-17]

Spaceworld (not Spiceworld - stupid!)

After enjoying the cool cut-scenes [18] you should be now able to access Spaceworld by heading out of the main area to the sign near the lighthouse. If you have got four gold trophies from the Trophy Challenges then there will be four gold heads present on the sign. If there aren't then shame on you, head back to the earlier worlds and try harder. Once the sign is complete just honk your car horn in front of the sign and you will be taken to Spaceworld. Spaceworld is missing a couple of the bells and whistles of the earlier worlds. Don't look for a Key or the Bonus level they normally unlock because there is none. Also you don't challenge the boss to open up the silver coins, they open up automatically.

Spacedust Alley

Silver coin positions:

1. In front of the first zipper
2. On the ground after the second zipper
3. Near the beginning of the tunnel at the top
4. On the right by a tree
5. On the left by a tree in the same room
6. Up in the lightning [19]
7. In the shortcut under the track
8. In between the last four balloons

Things certainly are a lot more dangerous in space because there are flying asteroids and strafing spaceships to avoid now. The first two coins are sort of a 'pair'. You could get them both in one lap but it is most definitely not recommended. Both of the coins are located near the first two zippers so that getting them means missing the zippers. For this reason you should get the 1st coin and go for the second zipper on the second lap. On the third lap hit the first zipper and get the 2nd coin. The 3rd coin is a tricky one, if anyone can get it without getting toasted at least once by the lightning let me know, because I can't. The 4th and 5th coins are definitely a 'pair', and are located near the spaceship trying to shoot you down (which incidentally is harmless). Get one on each of the second and third laps and remember



to turn early to avoid the tree and make it inside the tunnel. The 6th and 7th coins are, you guessed it, a 'pair'. The 6th one is fairly easy to get so long as you watch out for the lightning. The 7th one is a bit more difficult. You have to swoop under the track and go through the tunnel hiding underneath. There is at least a zipper to reward you for going so far out of your way. The 8th one is dead in the middle of the track. I think it must be a bonus for all our hard work.

Darkmoon Caverns

Silver coin positions:

1. On the outside of the first turn
2. On the outside of the next turn
3. On the outside of the next turn
4. In the middle of the track on the next turn
5. In between the two craters
6. On the outside of the turn where the spaceship is shooting at you
7. Right before the 360 loop [20]
8. Right before the second 360 loop

Rare really seem to like giving you a mixture of nut-bustingly hard and lobotomisingly easy levels, because this is another one that's about as difficult as outwitting Homer Simpsons. All the silver coins are right out in the open and the other races seem to be having an off day. You will have to keep your eye on the spaceships strafing the track because you can be hit. The coins in front of the loops need a bit of preparation because it's very easy to whip around the corner and fly straight past them. However, if you have gotten this far you're not going to have any trouble with this level.

Spaceport Alpha

Silver coin positions:

1. to the right of the first turn
2. to the left of the next turn [21]
3. Right above the steam
4. Above the target on the landing pad [22]
5. On the left of the large room with the lasers
6. Up in the right in the same room
7. At the top of the entrance of the next tunnel
8. In the air at the exit of the same tunnel

Don't let the last level lull you into a false sense of security, this level is up there with the best of them. The corners are tight, there are plenty of gun turrets trying their best to ventilate you and the other racers are back with a vengeance. The first two coins are typical examples of the 'turn early or become a permanent fixture on the wall' variety. However, don't get them both on one lap if you can avoid it because it will cost you positions. With the second coin you can try something tricky if you're feeling brave. The wind tunnel up ahead slows the others down so much that you can afford to get it on the first lap and still come out of the wind tunnel in first. To pull this off you will have to learn how to navigate the wind tunnel. Make sure you use the right shoulder button to

dive down immediately, then when you're past the underside start pulling up with the same button. The coin in the wind tunnel itself is a piece of cake and can be picked up on any lap. Just before the laser room with the 5th and 6th coins in it is a turbo balloon which must always be collected. Stay low in the laser room when going for the 5th coin to minimise the chances of an unwanted laser blast then pull up, nab the coin, and hit the turbo balloon to catch up. When going for the 6th coin stay high, it's just after the zipper, then use your turbo. If your not going for either coin you can pick either the high or low path, but make sure you hit one of the zippers. When you come to the end of the laser room get up high then swing right into the tunnel. The 7th coin is right there. The 8th coin is right in the middle, but make sure you get the turbo balloon to get some extra speed.

Star City

Silver coin positions:

1. Just next to the second zipper on the yellow path
2. Right in front of next tunnel
3. Just in front of the third zipper
4. At the next corner
5. On top of the next zipper [23]
6. At the second last corner before the ramp
7. The base of the ramp
8. The top of the ramp

This course can be a bit tricky, but it's not because of the silver coins since they are all totally on the track. The difficulty comes from the fact that there are a lot 90 degree corners with the zippers in difficult spots. So long as you get the hang of swinging the car sharply around the corners you won't have much trouble. One thing to watch for though is the yellow ramp with the first silver coin. If you hit the zipper at a bad angle it will throw you right off the ramp and it takes ages to get back on [24]. Also If you collect one of the turbo balloons inside the first tunnel and ignite it immediately then you can jump right over the long dip in the road to save time. Have fun!

Wizpig 2 - The Revenge of a Sore Loser [25]

Wizpig is located in the Time Trial door. You will need to have gathered all the four parts of the Time Trial Amulet from the four Bonus Key levels, and have all eight balloons from Spaceworld to enter. However, don't waste your time busting your nuts to do the trophy challenge for Spaceworld because you get zip for it. [26]

As before pick Tip Tup or Pipsy and get ready for the toughest race yet. Duck under the first asteroid, then to the right of the next. Stick to the right between the wall and the columns to pick up the Turbo balloon (don't use it yet though). After you get past the last column you need to swing to the left a little bit to give yourself enough turning room to cut a very tight right (use the brake and

the shoulder button) to get under the little passage to the right. Keep your finger on the shoulder button as you swing up over the next rock, then under the next, and over the last. Avoid the laser fire and more importantly the missile balloons. (If you accidentally ended up with a missile balloon head under the Wizpig carving and collect a second Missile balloon so you can send a guided one up his butt). If you've done it right you'll still have the turbo balloon. Aim for the top of the rocky carving of Wizpig and ignite the turbo. Floating above his nose you will find a second turbo balloon which you should use immediately to shoot you to the tunnel entrance. If you've flown like Tom Cruise you should pass Wizpig now and you can just stay in front for an easy win, if not then read on. Once inside use the shoulder button on all the corners. Don't try to collect any of the power ups because trying to safely ride out a turbo in this tunnel is much more trouble than it's worth.

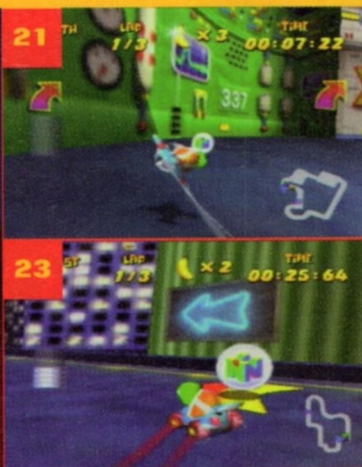
Towards the end of the tunnel there will be a shield balloon off to the left which you definitely need. In the next room are about fifty laser cannons setting up a wicked crossfire. After safely crossing the battles zone swing off to the left, collect the turbo balloon, and burn your way to victory. Good luck!

Cheat Mode and Adventure 2

If you successfully thrash Wizpig then, as you may have guessed, you open up all sorts of goodies. The first and most important thing is that now you will have a cheat menu like Turok's that lets you enter all sorts of cool cheats. There is a comprehensive list in the cheats section of the mag. The second thing that you gain access to is 'Adventure 2'. This is basically exactly the same as the first adventure except that all the tracks have been mirrored to provide hours more of difficult Diddy-



style fun. The other knew aspect of the second adventure is not so hot because the funky balloons have gone and been replaced by girly diamonds. Well that's all for this game but the good news is we only have to wait a few more painful months for Banjo-Kazooie which is Rare's next game based around the same characters. I would have preferred Tip Tup-Kazooie, but hey, that's life.



Cool End Sequence...



surely there are easier ways to start up a Congo dance than saving the universe



Winning is great! it turns all you enemies into friends!



wait a minute isn't that a shot from Jurassic Park



Wizpig's only just dead and already that elephant has backstabbed us and taken over

Mario64 *Playguide*

We've had plenty of letters asking for it, so here it is: a full guide to the location of all 120 stars in Super Mario 64

The Courses

Course 1 - Bob-Omb Battlefield

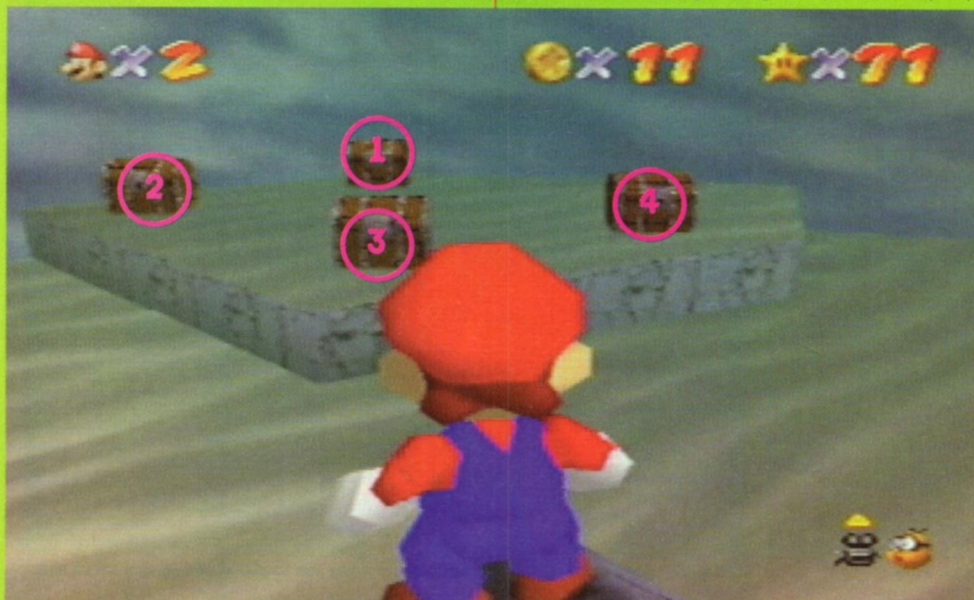
- STAR 1: On top of mountain, beat the Bomb boss (pick him up and throw him).
- STAR 2: Race the turtle from the beginning of the stage to the top of the mountain.
- STAR 3: In the yellow box on the island in the air
- STAR 4: Get all 8 red coins.
- STAR 5: Fly through the rings of coins in the air by shooting out of the cannon on the island floating in the air.
- STAR 6: Stomp the log where the chained Womp is by the gate & he'll open it for you.
- STAR 7: Get 100 yellow coins.

Course 2 - Womp's Fortress

- STAR 1: On top of the mountain, beat the boss by stomping on his back.
- STAR 2: On top of mountain, on the tower.
- STAR 3: Shoot out of the cannon to underneath the BIG flagpole.
- STAR 4: Get all 8 red coins.
- STAR 5: On the island in the air, use the bird by climbing the tree at the very beginning of the level (or by shooting out of the cannon, if you can!).
- STAR 6: shoot out of cannon & break the right brick wall that you can see. Hit it in the thin/top corner.
- STAR 7: Get 100 yellow coins.

Course 3 - Jolly Roger Bay

- STAR 1: Lure the giant eel out of the ship, go inside. Unlock the chest in this order, as they face you:



- STAR 2: Lure the giant eel out of the hole. The Star's attached to its tail.
- STAR 3: Swim through the hole to dry land. Unlock the chests in this order, as they face you:



- STAR 4: Get all 8 red coins.
- STAR 5: Shoot out of the cannon onto the small ledge where the star is sitting. This is quite difficult.
- STAR 6: Activate the Green Block (Metallic ability) so you can walk down in the bubbles to grab the star at the bottom of the lake.
- STAR 7: Get 100 yellow coins

Course 4 - Cool, cool mountain

- STAR 1: Go down the chimney on the house & then down the slide.
- STAR 2: Take the baby penguin by the chimney to his Mama down at the bottom of the mountain.
- STAR 3: Go down the chimney, race the penguin down the slide, don't use the shortcut.
- STAR 4: Get all 8 red coins.
- STAR 5: Race the snowball down the mountain, then stand right next to the other snowball. They'll combine into a snowman. Talk to him for the star.
- STAR 6: Shoot out of the cannon so that you hit where the tree is (you can see it when you're in the cannon). Then go along that path & its up top

- of the ice walkway (double wall jump).
- STAR 7: Get 100 yellow coins.

Course 5 - Big boo's haunt

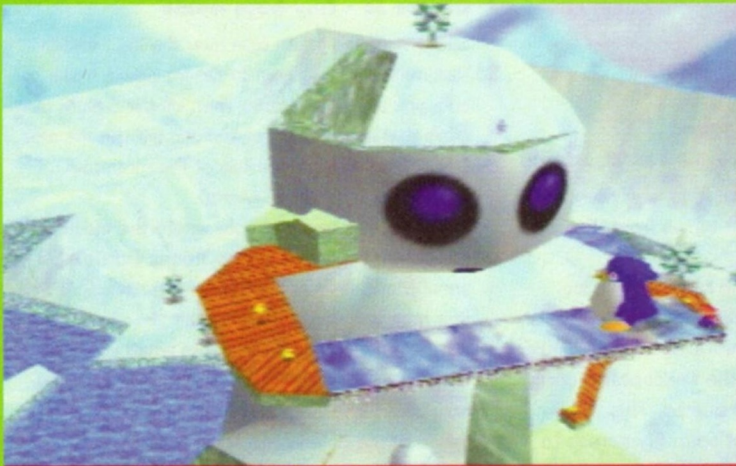
- NOTE: A big ghost will appear in the hall to the back door of the castle. Go outside, & the ghost near the far back left will have a weird looking thing in the middle of him. Do a butt stomp on him, & you can now go into course 5, the ghost house stage.
- STAR 1: kill about 3 or so little ghost, then kill the big ghost that appears in the main hall.
 - STAR 2: Go to the merry-go-round in the small house. Kill a bunch of those little ghost there, then kill the big one that appears.
 - STAR 3: Somewhere in the upstairs rooms, you'll find a bookcase that has 3 books sticking out of it. Hit them in the right order as follows, from top to bottom:



- STAR 4: Get all 8 red coins.
- STAR 5: In the upstairs room on the very right, go until you see a platform, with nothing on it. Look up, & you'll see a high floor. Jump off the wall to get up there. Kill the ghost outside. You can then jump on the roof to get the star where it's landed.
- STAR 6: Grab the blue box (ability to walk through objects) on the upstairs balcony, then proceed just like STAR 5, but instead of going outside, go through the blue ghost painting. Kill the big eye by walking around and around it, for a star.

Course 6 - Hazy, mazy cave

- STAR 1: On middle of island, down where swimming dinosaur is. Use him to get to it.
- STAR 2: Get all 8 red coins.
- STAR 3: Use Green Block (Metallic ability), walk down the underwater road (where the swimming dinosaur is) and step on the flat "I" block so it will open the red bars (you'll have to hurry to get there in time). Then go in that door.
- STAR 4: Go in to the fog maze. Look around for ledges up top. There will be 2 of them. One leads to an elevator that takes you up to a star that is behind the red gate.



Activating the Blocks

Red Blocks - Flying ability:



After you've managed to collect 10 stars in the game, go to the main hall and stand on the sun texture on the floor and then use the look button on the N64 pad to look up. You'll be transported into a secret level that where you must fly down to the platform and activate the switch.

Green Blocks - Metallie ability:



Go into the lower part of the castle & go in course 6 (where you jump into a silvery liquid). Get on top of the swimming dinosaur and use him to get to the door that has red bars before it, but not blocking it. Go through there, & jump into the other silvery liquid. The switch will be inside this area.

Blue Blocks - Ability to walk through objects:



Go to the lower part of the castle and go through the plain wooden door. Inside will be two cement blocks in a pool of water. Do a butt stomp on each of these blocks and the water from the room will drain, allowing you to go through the door. On the other side of the door is the moat, which is now dry. Go down the hole on the far side of the moat and in this section you will find the Blue Block.

Note: Inside each of these Block sections are 8 red coins that can be collected to get a Star.

STAR 5: Same as STAR 4, but the other door takes you to where you climb across the red bars to a star above the big boulders.

STAR 6: Right where the door that you go through by the big boulders, wall jump between the 2 walls (jump off one wall to another - timing needed). There is a ledge up top with the star.

STAR 7: Get 100 yellow coins.

Course 7 - Lethal lava land

STAR 1: Knock the BIG "Viking ball" type guy into the lava by using butt stomps, punches and kicks (hard!!).

STAR 2: Knock ALL the little "Viking ball" type guys into the lava, then the big one appears, so do the same to him.

STAR 3: Get all 8 red coins.

STAR 4: Go through the level & over the spinning log in the corner of the stage.

STAR 5: Jump into the volcano. Go up the side path and it's right up top.

STAR 6: Jump into volcano. Follow the path with the moving blocks. It's up top.

STAR 7: Get 100 yellow coins.

Course 8 - Shifting sand land

STAR 1: The flying bird by pyramid has it

STAR 2: Follow the edges of the pyramid to the top, or use the Red Block to fly up the top.

STAR 3: Inside the pyramid, up the path to the top.

STAR 4: Inside the red building inside the pyramid, gotta get on top of it, then fall so that Mario grabs on to the ledge (face backwards then fall off and grab the edge). Then beat the "Hands" boss.

STAR 5: Get all 8 red coins.

STAR 6: There are 5 special coins inside the pyramid. Get them.

STAR 7: Get 100 yellow coins.

Course 9 - Dire, dire docks

STAR 1: Swim through the tunnels and it's on top of the submarine.

STAR 2: Dive down & unlock the chest in this order:



STAR 3: Get all 8 red coins.

STAR 4: Swim down through the rings given off from under the submarine.

STAR 5: Swim down through the rings given off by the manta ray.

STAR 6: In the red gate under water. You must

use the Blue box and Green box together to get this one.

STAR 7: get 100 yellow coins.

Course 10 - Snowman's land

(in the mirror room, go through the big blank wall)

STAR 1: On top of the mountain, use the penguin to block the wind that blows from the snowman's head.

STAR 2: Knock the "Marble Man" off the ice platform with punches, kicks and butt stomps.

STAR 3: Get the star in the transparent ice maze.

STAR 4: Jump on top of the helicopter guy near the triangular speed bumps. This will launch you upwards into a spin. Fly across to the two boxes. The left box is a star, the right is a turtle shell.

STAR 5: Use the turtle shell (explained above) to get all 8 red coins.

STAR 6: Use the turtle shell to go up the wall where there is a path of yellow coins. Crawl into the igloo. Use the blue block to get the star.

STAR 7: get 100 yellow coins.

Course 11 - Wet-dry world

STAR 1: In the yellow box near the cannon.

STAR 2: Go across the wooden plank in the air, it's in the yellow box.

STAR 3: touch all 5 "secret spots" (you'll see a number and hear a noise when you find one).

STAR 4: Inside the red cage. Make the water very low by touching the diamonds, then make the wooden elevator go down (activate it up the top near the star). Quickly jump down the bottom and go through the hole and get on the wooden elevator and go up to get the star.

STAR 5: Use the cannon to shoot into the cage in the corner. Get all 8 red coins in this new section.

STAR 6: Same as STAR 5, but it's up top in the level (do wall-to-wall jumps to get up the top).

STAR 7: Get 100 yellow coins.

Course 12 - Tall, tall mountain

STAR 1: On the very top of the mountain.

STAR 2: Catch the monkey on TOP of the mountain (2nd monkey). Follow him.

STAR 3: Get all 8 red coins.

STAR 4: Up top, there will be a very flat wall (same size as a pic you jump through-it will also shimmer when you walk past). jump in, its a bonus slide level with a star at the end.

STAR 5: Up top, step on the flat "I" block, then run to the waterfall. There is a temporary box in front of it so you can get the star.

STAR 6: Use the cannon to shoot on to the top of the mushroom. The cannon is near the gophers, but on a ledge below them (you must fall off the edge and hopefully land on the small platform - many attempts will be needed!).

STAR 7: Get 100 yellow coins (will need to do slide bonus).

Course 13 - Tiny-huge island

STAR 1: At the green pipe near the flat ! switch that makes a bridge out to the air-island, make sure you are small Mario. Then kill the 5 plant monsters that spit fire at you and you will get the star.

STAR 2: all the way on top of the mountain, in yellow box (Use small Mario).

STAR 3: Just past the hole where the black balls roll out of, there is a Koopa Troopa (turtle). Be small Mario here and talk to the turtle. Beat him in a race and you will get a star.

STAR 4: Find all 5 secret spots when you are the big Mario. (One is on the cannon, one is in the hole where the black balls roll out of, one is the inside of the hole where little Mario can run through to get to pool with the spikeys, one is in the pool at the very top of the mountain, and one in the hole in the mountain at the edge of the wooden bridge above the pool with the spikeys).

STAR 5: Inside mountain, use wooden plank to get in, get all 8 red coins (Use small Mario).

STAR 6: Do 2 butt stomps on top of the mountain (Use big Mario), then make Mario small, drop into the hole you made, & beat the caterpillar boss for a star.

STAR 7: Get 100 yellow coins.

Course 14 - Tick-tock clock

NOTE: If you jump into the grandfather clock when the time is 3, 6, 9, or 12, ALL the insides will be stopped. Very helpful, but you can't get all the stars this way.

STAR 1: Follow path around to the top.

STAR 2: Also up top.

STAR 3: Stand on clock hand that rotates horizontally, its on the other side (must have clock moving).

STAR 4: At the VERY top of the stage (must have clock moving).

STAR 5: Up top (must have clock moving).

STAR 6: Get all 8 red coins.

STAR 7: Get 100 yellow coins.

Course 15 - Rainbow ride

STAR 1: On the boat up top (use the carpets to get up there).

STAR 2: All the way up top, take carpets as high as you can go, its on the top of the green roofed building.

STAR 3: Get all 8 red coins.

STAR 4: Go across dragon swing path (behind where you start), then up the "pyramid blocks".

STAR 5: Same as STAR 4, but across a different dragon swing.

STAR 6: Use the cannon on the boat to get to the island in the air.

STAR 7: Get 100 yellow coins.

Once you have all 120 stars you can go outside the castle and get into the cannon that is near the pool, next to the small bridge. This cannon can shoot you up to the top of the Castle, where you will meet Yoshi!



Bonus Stars

Bowser - Each of the three Bowser stages have 8 red coins in them. Collect these to get a Star on each stage. (3 STARS)



Princess Pic - In the main hall of the castle, the upstairs door on the right is a room that has 3 pics of the princess inside. Jump through the one on the right for a bonus stage with a star in it. Also, go through this again and make it down to the bottom in under 1 minute 20 seconds for another Star. (2 STARS)



Sea Bonus Level - In the hall where the pic of the Sea level is, near the top of the ceiling is on each side is a small black hole. Jump in the one on the right to get to a bonus stage where you can get all 8 red coins to get the star. (1 STAR) - *After you've collected 20 Stars in the game.*

Funny Bunny - There will be a bunny down in the lower part of the castle, where stages 6-8 are. Catch him for a star. (1 STAR)

Hall Toad - Toad will appear in the hall where you go into stage 6 (the silvery liquid). Talk to him for a star. (1 STAR)

Funnier Bunny - Go back to the bunny near stages 6-8 and catch him again for another Star. (1 STAR) - *After you've collected 50 Stars in the game.*

Toad Star - In the 2nd part of the castle (where stages 10-13 are), there are 2 Toads in there. Talk to both to get a Star from one of them. (1 STAR)

More toad - In the 3rd part of the castle (where stages 14 & 15 are), talk to Toad & he'll give you a star. (1 STAR)

Fly for 8 - In the top hall (stages 14, in the Clock & 15), there is bright lights shining out near the top on each side of the ceiling. The one on the left is a bonus stage where you can get a star by getting all 8 red coins, the right is course 15. (1 STAR)

Switch Stars - There are three stars located in the areas that have the switches. (Blue, Green, Red) There is one star in each area.

Clayfighter 63 1/3

Secret Options Menu:

While holding L at the character select menu, input the following: C-Up, C-Right, C-Left, C-Down, B, A. Then go to the option menu and you will see a new menu for Secret Options. Now you can choose itty bitty/massive bodies, high/low voice, background select, and a few other options!

Play as Booger Man

Holding down the left shoulder button (L) at the character selection screen, move joystick Up, Right, Down, Left, Right, Left. Booger Man is all yours!

Play as Dr. Kilm

If you beat the game on psycho, you receive the following code: Holding down the left shoulder button (L) at the character selection screen, hit: B, C-Left, C-Up, C-Right, C-Down, A.

Play as Sumo Santa

Holding down the left shoulder button (L) at the character selection screen, hit: A, C-Down, C-Right, C-Up, C-Left, B.

Diddy Kong Racing

Note: codes will only work after the game has been completed

Be the Same Character

Code: DOUBLEVISION Two players can select the same character!

Huge Characters

Code: ARNOLD Enter this code for real large characters!

Same speed on all surfaces

Code: OFFROAD gives you the same speed wherever you drive!

Maximum item Powerup

Code: FREEFORALL Enter this code to have the strongest power for any weapon you use!

Music Test

Code: JUKEBOX (Check under Audio Options). Ahh, the good old music test. Possibly the most useless code ever invented!

No Zippers

Code: ZAPTHEZIPPERS. Now why would you want to use this?

Tiny Players

Code: TEENYWEENIES To drive little midgets around, enter this code.

Credits screen

Enter this cheat in the magic code

screen to see the credits.

Code: WHODIDTHIS

Extreme Opponents

If you think you're hot stuff then enter TIMETOLOSE at the magic codes screen and you can battle it out against opponents possessing extremely hard AI.

Start with 10 bananas

By beating Wizpig the second time, and after watching the screen credits, at the end you'll see the password, "FreeFruit." Enter this in to start with 10 bananas.

Bogus Bananas

Code: BOGUSBANANAS Now all bananas you pick up reduce your speed...

Change Horn Sounds

Code: BLABBERMOUTH This code will change the horn sounds in the game.

Computer Can't Use Weapons

Code: BYEBYEBALLOONS Hey, everyone loves to cheat, so use this code to get ahead by stopping your opponents from using their weapons!

No Bananas in Multiplayer

Code: NOYELLOWSTUFF

Two-player Adventure

Code: JOINTVENTURE Play the adventure with two players

Unlimited Bananas

Code: VITAMINB Players now have unlimited bananas at their disposal

F1 Pole Position

Secret Car

Finish the game and become World champion first. Now save to a control pak and restart the game. When the game says please wait "while loading" press and hold the A & B buttons. Now go to the car selection screen and there should be a new secret car.

FIFA: Road to the World Cup'98

Australia Mode

Go to Player Edit (under Customise Squad) and select Australia as your team. Then enter the name of the player as NWODEDISPU (all caps) and the screen will be played upside down. Aussie soccer players don't play that bad, do they?

Feedback Preview

To check out some of the cool victory animations, go into the Player Edit mode, pick Japan as your country, and enter the name NORIE as the player name. Now go to the Round Select screen (RTWC) and press Z + C-Left + C-Up all at the same time.

Hot Potato Mode

Go into the Player Edit menu, pick Ireland (R Ireland, UEFA) and enter the name SPUD for your player name (all caps). This funny cheat forces you to pass the ball often — if you keep the ball too long, your players will fall on their butts. — hey, a hot potato!

Invisible Walls

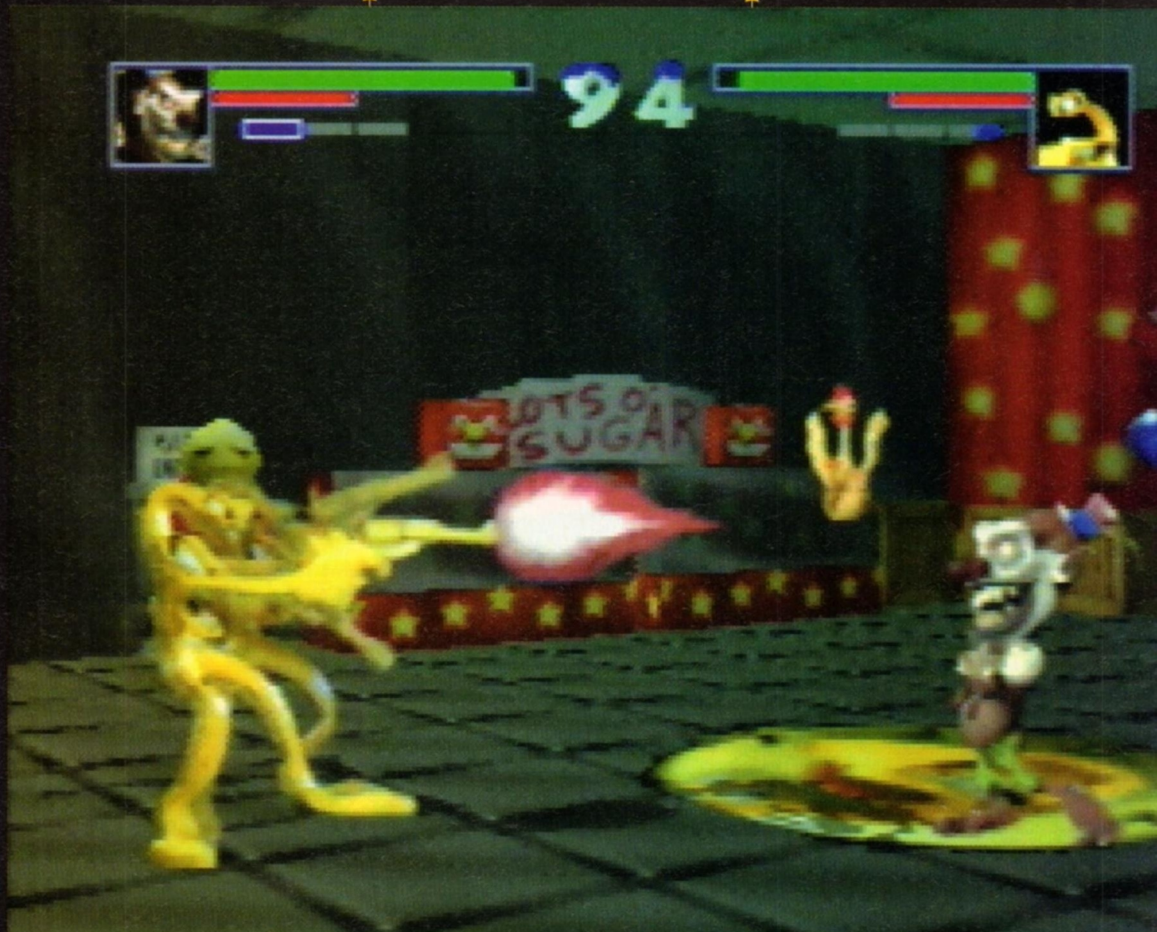
To play with invisible walls, enter the Player Edit menu, select Wales as your country and enter the name WARREN (all caps.)

Unlimited Player Points

To get unlimited player points, enter the Player Edit screen, pick Vancouver as your team (found under USA) and enter DAVE as your name (all caps).

Unlock Round 2

To be a lazy sod and get to Round





2 of the game, enter the Player Edit screen, select Japan as your country and enter the player name YUJI (all caps).

Ghost Players

Go to the Player Edit screen, select the Slovakia team and enter LASKO as your name (all caps). Your players will now be ghosts.

Invisible Players

Go to the Player Edit screen, select the SheffieldW team and enter WAYNE as your name (all caps). Your players will now be invisible.

Pencil and Paper Mode

Go to the Player Edit screen, select Canada and enter MARC as your name (all caps). You can now play the game in pencil and paper mode.

Remove Stadium

Go to the Player Edit screen, select any team, then enter CATCH22 as your name (all caps). You can now play without a stadium, resulting in a much better framerate. This is quite good, and allows really smooth gameplay!

Tiny Players

Go to the Player Edit screen,

select the Vancouver team and enter KERRY as your name (all caps). Your players will now be really small.

Hexen

Clipping

This enables you to walk through walls! Top C (20 times), Bottom C

Killer Instinct Gold

Reach the Sky Level

When at the Character Select screen and in Two-player Mode (two joypads must be plugged in), hold down the analog joystick and press kick (the bottom C button) simultaneously. You should be able to play in the sky (just like with the arcade version).

Glacious Infinite Combo

This is a real infinite combo. Use Glacious' liquidise and uppercut with a medium kick for the opener, and then press forward and fierce kick, keep repeating this and the combo will go on until the life bar is gone or the opponent breaks it (or unless your hands get tired).

This can also be opened with the Cold Shoulder with a medium punch then forward and fierce kick.

Madden 64

EA Sports Team

Enter the following name: ELEC ARTS and you will be able to play as the EA Sports Team.

Statistical Leaders Team

Enter this at the name entry screen: STATS MEN to be able to play with the statistical leaders team.

Tiburon Sports Complex

Enter: MAITLAND at the name entry screen to play in the Tiburon Sports complex.

Hidden EA Stadium

Type in SAN MATEO at the Create Player screen to access the secret EA Stadium.

Hidden Teams

At the create a player screen type the following names, and you will be able to unlock some of the hidden teams:

SIXTIES - Team of the '60s
SEVENTIES - Team of the '70s
EIGHTIES - Team of the '80s
HOWLIE - AFC Pro Bowl '96-97

Flying Player Glitch

This is a funny glitch. When you are playing with two players in Madden 64, you can make a player fly. To do so, have the first player start, pressing B to call audible as fast as he can. The second player should press jump (Left-C) as fast as he can. The second player will eventually jump continually on top of the screen. If you get him high enough, the instant replay will also be really screwed up.

Nagano Winetr Olympics'98

Players ski on their heads

In Nagano Winter Olympics You can ski on your head! All you have to do is go to Olympic mode and select Freestyle Aerials. Then pick any trick. As you go down the hill don't press any button. Wait until you have left the ramp then rapidly tap the B button. If you land your skier will then jump forward and land on his head and continue to ski down the hill with his head in the snow.

San Fransisco Rush

Turn Off Track Textures

From Setup Screen: Hold C-Right) and press L button. Release both and then press the Z trigger. Keep repeating the process for multiple different texture schemes, including a psychedelic mode.

Attempt to Resurrect in Place

At the Setup screen: While holding Z press and hold C-Left then press C-Right. Keep holding Z and now press and hold C-Right, then C-Left. Now when you crash you'll be able to resurrect in place and not miles away.

Drive the burning wreck

At the car selection screen, hold C-up and press Z four times.

Fly up

Turn on "attempt to resurrect in place" (hold Z, C-left, C-right, C-right, C-left) and the Auto-Abort Disable (C-up C-up C-up C-up). It is now possible to get very high into the air of tracks by hitting the resurrect key, then immediately holding brake. Repeat when your car stops blinking. This is very useful in acquiring certain keys., as men-

tioned in the playguide this issue.

Auto-abort Disable

At the Setup screen: C-Up, C-Up, C-Up, C-Up (quickly) No more annoying pick-me-ups where they aren't welcomed!

Change Back Tire Size

From car select screen: Press and hold C-Right, then C-Left. Now press and hold C-Left, then C-Right. Repeat the code to select the size you want.

Change Front Tire Size

From car select screen: Press and hold C-Left, then C-Right. Now press and hold C-Right, then C-Left. Same as the above code, only for the front tyres!

Change Car Size

From car select screen: C-Down, C-Up, C-Up, C-Down (quickly) This code allows you to change the size of your driving machine!

Tetrisphere

Vortex

Type in the word VORTEX and press and hold the reset button on the machine. After a couple of seconds, an animation sequence with all the cool game robots will show them being sucked into a vortex. This sequence will loop until the reset button is released.

Codes/Cheats

The following codes are all entered at the "NEW NAME" entry screen:

At the "NEW NAME" screen press L (the button on top of the controller), C-RIGHT, and C-DOWN to bring up the secret characters.

Enter the name "CREDITS" to view the credits.

Enter the name "LINES" to play the hidden game.

Enter the name "G(alien head)MEBOY" for hidden tunes.

Enter the name "(saturn)(spaceship)(rocket)(heart)(skull)" for access to all levels.

WCW Vs NOW: World Tour

Running Flip

First throw your opponent into the ropes. When he bounces back, instead of pressing the B button, press A to flip him over or pick him up.



Break out of pin or submission

To easily break out of a pin or submission move, simply tap the controller stick (not the control pad) in any direction a few times! No matter how weak you are, it'll work every time.

Use opponent's move

This code allows you to do your opponents move. When the spirit meter is flashing special do a strong grapple then press A and B at the same time. You'll do one of your opponents moves. This works from front or back.

Prevent Rope Breaks

When you down an opponent near the ropes and you try to pin or submit him, a rope break is usually called. There is a way around that: Stand next to the downed wrestler, press the L button and you will start to drag him. Press the direction you want to drag him (away from the ropes) and perform your pin or submission hold.

Masked Wrestlers Flip

If you play as one of the masked wrestlers (such as Rey Mysterio Jr. and Black Ninja), you can do a

back flip onto your opponent by running towards the ropes, and hitting the A-Button when near them.

Somersault Roll

This is just a move that's not listed in the game manual: When running hit the R (shoulder) Button to somersault roll under an opponent.

Top Rope Tricks

To stay on the top rope for a period of time while waiting for the right time to jump off at your opponent, hold the A button. Start holding it when you are climbing the ropes. (This must be the first button you press after starting to climb. To jump off/climb down from the ropes, do the same as the above trick, only using the R button.

Moves for extra characters: "Macho Man" Randy Savage

Punching and Kicking Moves

Punch: Tap B close
Side Kick: Tap B far
Super Chop: Up + Tap B close
Knee Kick: Up + Tap B far
Rolling Punch: Hold B
Drop Kick: Up + Hold B
Front Grapples - Weak

Headlock Punch: Tap A + A
Freaky Forearm: Tap A + Up + A
Snap Mare: Tap A + Down + A
Funky Elbow: Tap A + B
Suplex: Tap A + Up + B
Pile Driver: Tap A + Down + B
Rear Grapples - Weak
Back Drop: Tap A + A
Knee Breaker: Tap A + B
Front Grapples - Strong
Double Arm Suplex: Hold A + A
Cross Arm Combo:
Hold A + Up + A
Screwdriver Drop:
Hold A + Down + A
DDT: Hold A + B
Macho Plex: Hold A + Up + B
Small Package Press: Hold A + Down + B
Rear Grapples - Strong
Atomic Drop: Hold A + A
Abdominal Stretch: Hold A + B
Whip to Ropes
Shoulder Toss: Hold A + Dpad towards ropes + C-Down + Tap A
Arm-Drag Takedown: Hold A + Dpad towards ropes + C-Down + Up + Tap A
Manhattan Drop: Hold A + Dpad towards ropes + C-Down + Hold A

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Power Slam: Hold A + Dpad towards ropes + C-Down + Up + Hold A

Special Attacks

(When Spirit Meter is flashing)

Power Bomb (From the front):

Hold A + Analog Stick

Command Performance (From the rear): Hold A + Analog Stick

Opponent on Mat

(Face up/Face Down)

Face Lock/Camel Clutch: Tap A near head

Back Leg Wrench/Leg Twist: Tap A near legs

Elbow Drop/Falling Elbow: Tap B

Rope and Turnbuckle (Opponent on mat/Opponent Standing)

Fly Elbow Drop/Double Fist Drop:

Move into turnbuckle + C-Down

While Opponent is in the Corner

Corner Crunch: Tap A + A

Macho Man Drop: Hold A + A

Super DDT: Hold A + Up + A

Wrath

Punching and Kicking Moves

Pain Punch: Tap B close

Knee Kick: Tap B far

Slicing Chop: Up + Tap B close

Knee Kick: Up + Tap B far

Drop Kick: Hold B

Forearm Clothesline: Up + Hold B

Front Grapples - Weak

Forearm Smash: Tap A + A

Coconut Crush: Tap A + Up + A

Body Slam: Tap A + Down + A

Neck Breaker: Tap A + B

Press Slam: Tap A + Up + B

Pile Driver: Tap A + Down + B

Rear Grapples - Weak

Spine Buster: Tap A + A

Atomic Drop: Tap A + B

Front Grapples - Strong

Belly to Back Suplex: Hold A + A

Vertical Suplex: Hold A + Up + A

Shoulder Breaker:

Hold A + Down + A

Side Buster: Hold A + B

Canadian Back Breaker: Hold A + Up + B

Power Bomb Press: Hold A + Down + B

Rear Grapples - Strong

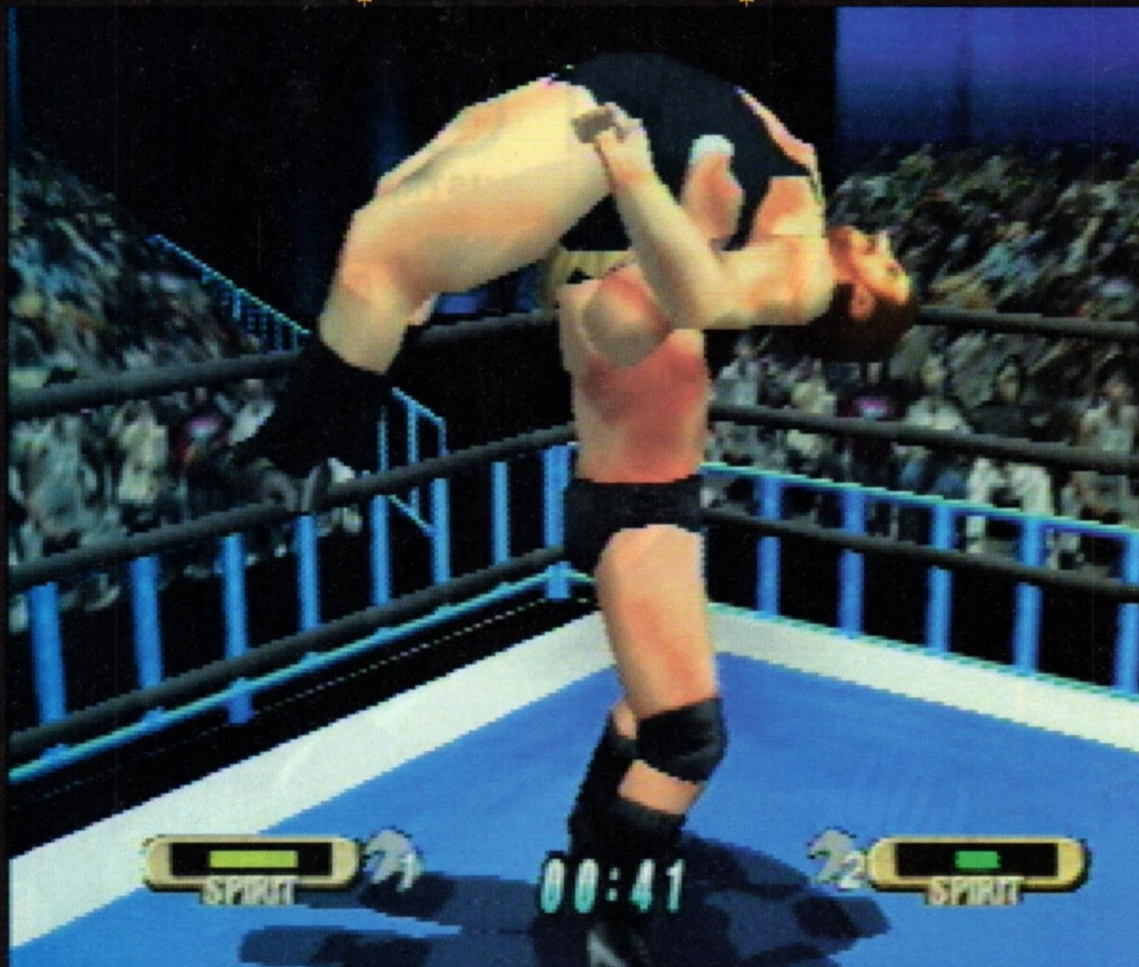
Blindside Bash: Hold A + A

Painbomb: Hold A + B

Whip to Ropes

Arm-Drag Takedown: Hold A + Dpad towards ropes + C-Down + Tap A

Carry Over Slam: Hold A + Dpad



towards ropes + C-Down + Up + Tap A

Power Slam: Hold A + Dpad

towards ropes + C-Down + Hold A

Power Lift Body Slam: Hold A + Dpad towards ropes + C-Down + Up + Hold A

Special Attacks

(When Spirit Meter is flashing)

Death Penalty (From the front):

A + Analog Stick

Grapple Doctor Bomb (From the rear): Hold A + Analog Stick

Opponent on Mat

(Face up/Face Down)

Side Headlock/Camel Clutch: Tap A near head

Boston Crab/Leg Lock: Tap A

near legs

Falling Punch/Elbow Drop: Tap B

Rope and Turnbuckle (Opponent on mat/Opponent Standing)

Flying Knee/Top Rope Clothesline: Move into turnbuckle + C-Down

While Opponent is in the Corner

Cross Arm Punch: Tap A + A

Brain Buster: Hold A + A

Riding Punch: Hold A + Up + A

Glacier

Punching and Kicking Moves

Karate Chop: Tap B close

Karate Kick: Tap B far

Karate Punch: Up + Tap B close

Side Kick: Up + Tap B far

Standing Drop Kick: Hold B

Spin Kick: Up + Hold B

Front Grapples - Weak

Super Chop: Tap A + A

Fireman's Carry: Tap A + Up + A

Glacier Tackle: Tap A + Down + A

Elbow Smash: Tap A + B

Tundra Suplex: Tap A + Up + B

Pile Driver: Tap A + Down + B

Rear Grapples - Weak

Twist Back Drop: Tap A + A

Knee Breaker: Tap A + B

Front Grapples - Strong

Neck Breaker: Hold A + A

Top Rope Clothesline Slam: Hold

A + Up + A

Backslide: Hold A + Down + A

Belly to Back Suplex: Hold A + B

Blizzard Takedown:

Hold A + Up + B

Northern Lights Suplex: Hold A + Down + B

Rear Grapples - Strong

Body Rack: Hold A + A

German Suplex: Hold A + B

Whip to Ropes:

Arm-Drag Takedown: Hold A + Dpad towards ropes + C-Down + Tap A

Leg Scissor Sweep: Hold A + Dpad towards ropes + C-Down + Up + Tap A

High Backflip: Hold A + Dpad towards ropes + C-Down + Hold A

Arm Bar Takedown: Hold A + Dpad towards ropes + C-Down + Up + Hold A

Special Attacks (When Spirit Meter is flashing)

Cryonic Kick (From the front):

Hold A + Analog Stick

Full Nelson Suplex (From the rear):

Hold A + Analog Stick

Opponent on Mat

(Face up/Face Down)

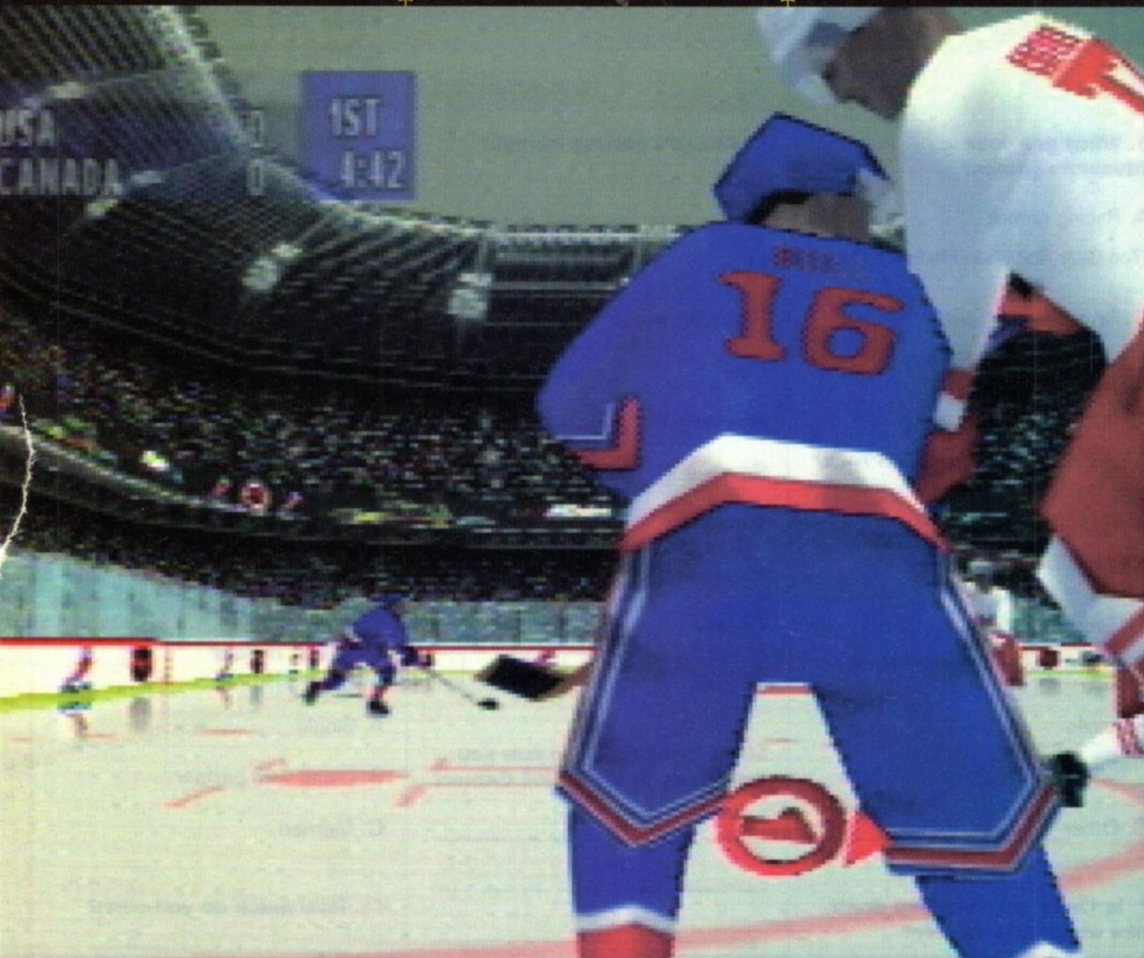
Side Headlock/Camel Clutch: Tap

A near head

Boston Crab/Crucifix Crunch: Tap A near legs

Elbow Drop/Knee Smash: Tap B

Rope and Turnbuckle (Opponent on mat/Opponent Standing)



Flying Knee/Flying Kick: Move into turnbuckle + C-Down
While Opponent is in the Corner
 Riding Punch: Tap A + A
 Glacier Suplex: Hold A + A
 Blizzard Bomb: Hold A + Up + A

Diamond Dallas Page

Punching and Kicking Moves

Throat Chop: Tap B close
 Mid Kick: Tap B far
 Punch: Up + Tap B close
 Knee Kick: Up + Tap B far
 Forearm Clothesline: Hold B
 Drop Kick: Up + Hold B

Front Grapples: Weak

Blockbuster: Tap A + A
 Head butt: Tap A + Up + A
 Body Slam: Tap A + Down + A
 Diamond Elbow: Tap A + B
 Snap Suplex: Tap A + Up + B
 Knee Butt Combo:
 Tap A + Down + B

Rear Grapples - Weak

Face Crusher: Tap A + A
 Back Drop: Tap A + B

Front Grapples - Strong

Inside Side Buster: Hold A + A
 Vertical Brain Buster: Hold A +

Up + A
 Piledriver to Body Slam: Hold A + Down + A
 DDT: Hold A + B
 Backflip Slam: Hold A + Up + B
 Spinning Power Bomb: Hold A + Down + B

Rear Grapples - Strong

Reverse Side Buster: Hold A + A
 Grapple Doctor Bomb: Hold A + B
Whip to Ropes
 Shoulder Throw: Hold A + Dpad towards ropes + C-Down + Tap A
 Arm-Drag Takedown: Hold A + Dpad towards ropes + C-Down + Up + Tap A

Power Slam: Hold A + Dpad towards ropes + C-Down + Hold A
 Manhattan Drop: Hold A + Dpad towards ropes + C-Down + Up + Hold A

Special Attacks

(When Spirit Meter is flashing)

Diamond Cutter (From the front): Hold A + Analog Stick
 German Suplex (From the rear): Hold A + Analog Stick

Opponent on Mat

(Face up/Face Down)

Side Headlock/Camel Clutch:

Tap A near head

Knee Crush/Leg Bar:

Tap A near legs

Elbow Drop/Stomp: Tap B

Rope and Turnbuckle (Opponent on mat/Opponent Standing)

Flying Elbow/Diamond Dive:

Move into turnbuckle + C-Down

While Opponent is in the Corner

Turnbuckle Smash: Tap A + A

Corner Blitz: Tap A + B

Flying Brain Buster: Hold A + A

Avalanche DDT: Hold A + Up + A

Duke Nukem 64

Switch monsters off

Press the following at the main menu to access the hidden cheat menu: LEFT, LEFT, L, L, RIGHT, RIGHT, LEFT, LEFT. Now the cheat menu will be accessible. Go to the cheat menu. Then hit these buttons in this order: L, LEFT C, LEFT, R, RIGHT C, RIGHT, LEFT, LEFT, RIGHT. You will here a siren if you did the code correctly. Then go in the cheat menu and now you can

turn the monsters on and off.

Size Glitch

There is a way to play big or small in Duke Nukem. This code will work on co-op or deathmatch. To do this code in co-op you need Invincibility and items codes. Turn on friendly fire, then use the weapons code, shoot your buddy with the shrinker, or expander.

Small Duke

Shoot, put on invincibility then turn it off again. The player will not grow back (the drawback: you can't have any weapons).

Big Duke

Get the expander, (with God mode off) and shoot the other Duke until he starts to expand. Just before he explodes put on God mode, stop shooting, then turn off god mode. You now have a giant duke that still can be killed. (Note, you may have to try it a few times to get it right).

NHL Breakaway '98

Opponent without Goalie:

Here's a cool glitch: After you start playing, go to Game Settings (press start), then go to Controller Select and change to the other team. Under Team Options, select pull goalie. Then change the controller again back to your original team. Now there is no goalie to stand in the way of your pot shots.

Top Gear Rally

Access all cars

To access all cars, go to the Arcade mode selection screen and enter the following code: A, Left, Left, C-Down, A, Right, Z

Access all tracks

To access all tracks, go to the Arcade mode selection screen and enter the following code: A, Left, Left, Right, Down, Z

Access Cupra car

To access the really weird Cupra car, go to the Arcade mode selection screen and enter the following code: C-Down, Up, B, Right, A, C-Down, A, Right

Rainbow Mode

This code turns that game into a really weird coloured affair. While Playing enter: C-Down, Z, B, Up, Up, Right

Your Games and consoles:

1. Do you own an Nintendo 64?

- A. Yes
- B. No

2. What other consoles do you own?

- A. Super Nintendo
- B. Gameboy
- C. P.C.
- D. Sony Playstation
- E. Sega Saturn
- F. Sega Megadrive
- G. Other

3. How much do you spend on games each month?

\$ _____

4. How often do you play games?

- A. Every Day
- B. Every second day
- C. Once a week
- D. Once a month or so

5. Where do you usually buy your games?

- A. Department or large chain store (K-Mart etc)
- B. Specialist games shop
- C. Mail order
- D. Privately/classifieds
- E. Other (please specify)

Do us a favour, please circle your answers in red. Thank you.

6. What are your favourite games?

- A. Racing games
(Top Gear Rally, San Fransisco Rush)
- B. First-person shooter
(Goldeneye, Duke Nukem)
- C. 3D Platformer
(Super Mario 64, Chameleon Twist)
- D. Fighting games
(Fighters Destiny, Mace)
- E. Sports
(Fifa '98, Wayne Gretzky's Hockey)
- F. Puzzle
(Tetrisphere)

G. Other _____

7. Is there anything you don't like about N64 Gamer?

8. What do you think of the regular sections?

Please score 1-5
(5 being the best mark)

- News
- Short 'N' sweet
- Mail
- Previews
- Reviews
- Techno
- Playguides
- Cheats
- Ratings

9. Are you getting enough?

Please Tick: More Just Right Less

- | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|
| News | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Short 'N' sweet | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Mail | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Previews | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Reviews | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Techno | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Playguides | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Cheats | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Ratings | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

10. Is there anything new you would like to see in N64 Gamer?

11. What other magazines do you buy?

- A. Hyper
- B. Official Australian Playstation
- C. PC Powerplay
- D. Internet.au
- E. NMS
- F. Computer and Video Games (CVG)
- G. N64 Magazine
- H. Other _____

12. Do you have internet access

- A. Yes
- B. No

Tell us a little about yourself:

13. What is your age group?

- A. Under 10
- B. 10-18
- C. 19-25
- D. 25+

14. Are You:

- A. Male
- B. Female

15. What is your marital status?

- A. Single
- B. Living with partner
- C. Married

16. How much do you earn?

- A. Gimme a break, I'm still at school!
- B. \$5,000-\$9,999
- C. \$10,000-\$19,999
- D. \$20,000-\$29,999
- E. More than \$30,000

17. What do you do

- A. I'm at school
- B. I'm at University
- C. I'm at Tafe
- D. I work part-time
- E. I work full time
- F. Other _____

Please send your completed survey forms to:

N64 Survey
N64 GAMER MAGAZINE
78 Renwick st
Redfern NSW, 2016

Wants some cheap carts, or want to get rid of your old ones? Well, send your details to:

N64 Trader Page
N64 GAMER MAGAZINE
78 Renwick st
Redfern NSW, 2016

For Sale or Swap

Top Gear Rally: \$70 or swap for Diddy Kong Racing
Brett Slader
Kilcoy, QLD 4515
Ph: (07) 5497 1416

Blast Corps, Crusin' USA, Diddy Kong Racing, NBA Hangtime, Pilotwings 64, Shadows of the Empire, Wave Race 64, Turok Dinosaur Hunter. All available to swap. Looking for Lamborghini 64, Killer Instinct, Snowboard Kids, Mischief Makers, Dark Rift, Extreme G, Top Gear Rally and Multi Racing Championship.
P. Barron
Waikiki Roackingham
Perth, W.A
Ph: 9527 8886

Turok Dinosaur Hunter: \$70, or will swap for Mace: The Dark Age, or Wave Race
Andrew
NSW
Ph: (02) 4754 3000

Killer Instinct Gold, Shadows of the Empire, Wave Race, Lylat Wars, Diddy Kong Racing: Will trade, sell or buy games. Looking for Goldeneye and any other good games.
Michael Mulcahy
P.O. Box 128
Tangala, VIC
Ph: (03) 5852 3340

Some SNES games: Donkey Kong 2, Donkey Kong 3, Mystical Quest, Mario Kart, Nigel Mansel's WCR: All for \$110 or will swap for NHL Quarterback Club '98 for N64, or will sell separately for \$20 each
John Liston
Geln Ivis,
Melbourne, VIC
Ph: (03) 9885 7547

NTSC Doom 64 \$25, NTSC Goldeneye \$40, Lylat Wars + Rumble Pak (AUS) \$50, Killer Instinct \$15. NES Games-Double Dragon 3, Timelord, Metal Gear, DR Mario, all \$5 each.
Chris
Ph: 9409 7733

Killer Instinct Gold, Mortal Kombat Trilogy: Wanted to swap for Wave Race or Mario Kart
Steve Perkovic
Wentworthville,
Sydney, NSW
Ph:(02) 9636 7821

Turok Dinosaur Hunter: \$100, or swap for San Francisco Rush
Ryan Trubshaw
Sailsbury, 4107
Ph: (07) 3277 9660

Crusin' USA, Turok, Bomberman 64 for swap or sale. Wanted; Mario 64, Mortal Kombat Mythologies, Yoshi's Story, Blast Corps, Mario Kart 64, Duke Nukem 64.
Tim Goodwin
22 Ravenscliffe Rd,
Shoul Haven Heads
NSW 2535
Ph: (044) 48 8036

Panasonic 3D0 with 4 Games (Madden, Need for Speed, Super Street Fighter, Road Rash). All in perfect condition. Swap for 3 N64 games. Swap for two, if one is Goldeneye, or sell for \$150o.n.o.
Peter
Ph: (02) 9891 4472

Extreme G \$70, Lamorghini 64 \$60, Wayne Gretzky's Hockey \$60. Will swap for San Francisco Rush.
Dave
Ph: (02) 9649 8048

Top Gear Rally. Call for price.
Alex Glasson
45 Matthew Ave
Leening, W.A
Ph: (09) 9310 8298

Wayne Gretzky's 3D Hockey \$50. Willing to trade.
Michael
Ph: (02) 9985 4324

NBA Hangtime, Wave Race. Wanting to swap for any other N64 Games.
Lee
Ph: (07) 4778 4376

N64 Console, 6 Games, 1 Mem Pak, RF unit + Multi Racing Championship, Lylat Wars, Mortal

Kombat Trilogy, Super Mario 64, Wayne Gretzky's Hockey. All for \$450 or near offer
Michael Robran
42 Mackinnon Pde,
Adelaide, S.A
Ph: (08) 8361 8100
Wayne Gretzky's 3D Hockey, Wave Race \$70 each, or swap for Goldeneye, WCW Vs NOW, Extreme G, Fifa'98, or International Superstar Soccer 64
Cara Deards
7 Parkvista Ave
Ballajura, 6606
Ph: 9249 5727

Crusin' USA \$30, Turok Dinosaur Hunter \$50 or \$70 for both.
Ben Montague
P.O. BOX 792
Mrwillumbah, NSW, 2484
Ph (02) 6679 7145

Wave Race, Clayfighter 63 1/3 wanted to swap for Wayne Gretzky's or International Superstar Soccer 64.
Ryan
32 May St Wentworthville
NSW 2145
Ph: 9631 5181

Multi Gaming

Ever found yourself sitting down on a Saturday afternoon with your brand spankin' new copy of Goldeneye, three new pads and no friends? Well, that's why we set up this Multi Gaming Page. All you have to do is send in your name, address and/or phone number, your age and what games you have. Then just keep checking this page in N64 Gamer to see if there are any people in your area that you can get together with for some games. Remember, multiplayer games are the best fun you can have with your N64. Send in to: Multi Gaming Page, N64 Gamer Magazine, 78 Renwick st, Redfern, NSW 2016

Nathan Dench
13 years
Oxley Brisbane, QLD 4075
Ph: 3278 1047
Games: "I will kick anyone's butt in any game on the N64"
Adam Grabda
13years

Shortland, Newcastle, NSW
Ph: 4950 1280
Games: Goldeneye
Carl Olto
16 years
Mondure, QLD
Ph: (07) 4168 9843
Games: Goldeneye, Duke Nukem (I have 3 pads!)

Michael Dichiera
12 years
Morley, Perth, W.A
Ph: 9377 3006
Games: Mario Kart, Lylat Wars, Wave Race, Bomberman 64, Fifa 64, Clayfighter, Crusin' USA

Tony Mannino
13 Years
Marangaroo, Perth, W.A
Ph: (08) 9343 4826
Games; Mario Kart, Lylat Wars, Diddy Kong Racing

William Lyan
14 Years
Scarborough, Brisbane, QLD
Ph: 3203 4695
Games: Goldeneye

Micheal Trama
14 Years
Scarborough, Brisbane, QLD
Ph: 3203 7461
Games: Goldeneye

Brian Thaker
13 Years
Moorroobool, Cairns, QLD
Ph: 4033 1100
Games: Diddy Kong Racing, Mortal Kombat Trilogy

Geoff & Andrew Hanshaw
17 & 9 Years
Glen Waverley, VIC
Ph: 9887 6046
Games: Goldeneye

Andrew Toogood
14 Years
60 Landscape Drv, Boroivia, 3155, VIC

Games: Goldeneye, Mario Kart, Bomberman, Diddy Kong Racing

Elliot O'Niel
12 Years
Glenhaven, Sydney, NSW
Ph: 9899 3772

Games: Mario Kart, Goldeneye, Crusin' USA, Wave Race, Clayfighter, Bomberman

Alan McArthur
10 Years
Annandale, Sydney, NSW
Ph: 9552 1057
Games: Diddy Kong Racing

This section has been added to the magazine to let you guys and gals know what games are available on the N64 and what marks we have given them in previous issues. Use it as a guide when buying software, especially when comparing titles of the same genre to each other!

TITLE:	GRAPHICS	SOUND	GAMEPLAY	OVERALL
Automobili Lamborghini	4	3.5	3.5	8.5/10
Blast Corps	4	3.5	3.5	8.5/10
Bomberman 64	2.5	3	4	8/10
Chameleon Twist	2.5	2.5	3	6.5/10
Clayfighter 63 1/3	2	3	2	6/10
Crusin USA	3.5	2	2	6/10
Dark Rift	2.5	2.5	2.5	6.5/10
Diddy Kong Racing	4.5	3.5	4	9/10
Doom 64	4	3.5	3.5	8/10
Duke Nukem 64	3.5	3.5	3.5	8.5/10
Extreme G	3	3	3	7.5/10
Fifa Soccer 64	2.5	3	2	6/10
Fifa: Road to World Cup '98	3.5	4	3.5	8/10
Fighters Destiny	3.5	3.5	3.5	8.5/10
Formula 1 Pole Position	3	2	3	7.5/10
Goldeneye 007	4	4	4.5	9.5/10
Hexen	2.5	2	2.5	6/10
International Superstar Soccer 64	4	4	4.5	9/10
Killer Instinct Gold	3	3.5	3	8/10
Lylat Wars	3.5	3.5	3	9/10
Mace: The Dark Age	3.5	3.5	3.5	8/10
Madden 64	3.5	3.5	4	8.5/10
Mario Kart 64	4	3	4	9/10
Mischief Makers	3.5	3	4	8/10
Mortal Kombat Mythologies	2	2	2	6/10
Mortal Kombat Trilogy	1.5	2	2	5.5/10
Multi Racing Championship	3	2	3	7.5/10
NBA in the Zone '98	2.5	4	3	6/10
NBA Hangtime	2.5	2.5	2.5	8/10
NFL Quarterback Club '98	4.5	3	4	9/10
NHL Breakaway '98	4	4	3.5	8.5/10
Pilotwings 64	4	2	4.5	8.5/10
Quake	3.5	3.5	4	8.5/10
San Francisco Rush	4	3	4	9/10
Shadows of the Empire	2.5	3	2.5	6/10
Snowboard Kids	4	2.5	3.5	8/10
Super Mario 64	5	4.5	5	10/10
Testrisphere	2.5	4	3.5	8.5/10
Top Gear Rally	3.5	3.5	4	8.5/10
Turok: Dinosaur Hunter	3.5	3.5	4	8.5/10
WCW Vs NWO: World Tour	4	3	4	8.5/10
War Gods	2	2	2	4/10
Wave Race 64	4	3.5	4.5	9/10
Wayne Gretzky's 3D Hockey	3.5	3	3	8/10
Wayne Gretzky's 3d Hockey '98	3.5	3	3	8/10
Yoshi's Story	4	4	3.5	8.5/10



Y&R M CONAL0126

CONVERSE.

ONE STAR 2000. WEAR THEM SHOPPING.



WARNING: DO NOT LEAVE YOUNG CHILDREN UNATTENDED IN TROLLEY AS THIS COULD BE DANGEROUS.

This planet will be



FORSAKEN

Coming Soon



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